

LORD DAIN-SHADOW

50avatar

C	7	Iron Hill Dwarf-hold	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 27 R. cards in sideboard 40 cards in H. deck, 13 H. cards in sideboard 40 cards in sideboard 14 characters in deck 10 starting cards 18 creatures 144 TOTAL CARDS
I	9	Withered Hearth	
F	4	vs Throkmaw	
A	1	Northern Waste	
M	1	Past Treasures	
K	9	Dragons	

Deck Outline

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Dain Ironfoot

White Council

OVERVIEW

Dain Ironfoot, from the House of Durin, seeks to reclaim ancestral mines overtaken by worms. His Iron Hills home lies south of the Grey Mountain eastern spur. The proud dwarf will acquire arms to dispel the drakes. It has been over two hundred years since the War of Orcs and Dwarves when Thror was avenged. Now, a new war is being fought in the distant mountains away from elves and men.

Other dwarves are too far to assist in this crusade. Smaug still sleeps at Erebor. Curse his scaly hide! News is heard of Thorin Oakenshield, Lord Dain kinsman, is venturing on a secret mission east. His heart burns like embers of Smaug's destruction. Old stories and ancient secrets of dragon-slaying are being told in the taverns and council meetings. Soon, Dain will head north for his own mission to vanquish the Wyrms of Morgoth.

A wizard named Alatar is rumored to be east near Dorwinion. An old man, a great hunter people say, who is a powerful orator with authority. Men are being gathered under him to fight an expected army from the Far East and north. The ravens of Rhovanion have reported a greater presence of orcs and evil men in that direction too. None of this is Dain's concern. But he will keep an eye on fresh news.

Throkmaw the Vain has awoken in the Forodwaith. He has been spotted to the north and west of the Iron Hills feeding on animals and unlucky travelers. He has ravaged many dwarven expeditions recently. This drake is the prize to claim. Other fallen drakes will be sweet reward.

The main change to the resources is lowering sideboard count from 28 to 25. The practice game proved that this player can withstand the harsh area of dragons and cold.

Horn of Defiance and Magical Harp added. One copy of Arrows Shorn of Ebony removed.

Thror's Map removed with many hoard sites available. One copy of Healing Herbs removed.

Reforging added. One copy of Hollow of Thy Left Breast removed.

+

One copy of The Dwarves are Upon You removed. Get You Gone added to handle unique hazards and Diplomats available. Not at Home removed. Sated Beast removed with other means to reduce dragon strikes. Songs of Old added. Elf-friend removed; Gimli will play it later or as a Game Point. Legendary Hoard, More Alert Than Most, The Doom of Choice, and Dwarven Warhosts added. The dwarf factions might go to war. Safe From the Shadow, Clan Bonds, Houses of Healing, Old Grudge. removed. One Copy of Dwarven Art of War added. Thrall of the Voice.

+

The hazard decks with Lord Thorin were switched. Reasons for this included Itangast aHunt will hurt Lord Dain the most so let Dain play it when he is ready for that hazard. Itangast aHunt replaces Scorba aHunt. Scorba added. Cave-Worm, Cave-drake, Winged Fire-drake, and four dwarf creatures replaced by: Light-drake, Land-drake, Hermit Troll and Ta-Fa-Lisch. The two small drakes are used with Dragon's Terror. Hermit Troll will hurt those in Triple Wilderness. The undead creature will target those around Lairs.

+

Foes Shall Fall removed with low prowess creatures present. Two or Three Tribes added with the many drakes in the deck. I might remove it however. Rumour of Wealth added. Summons From Long Sleep now only found once with one copy of Power Built By Waiting. Subtlety of Guile and Velocity of Haste added. Dragon's Sleep and Naugrim removed for Greater Storms.

+

Some sites were changed. Celeb-Ost added for Stolen Knowledge. Sites in Grey Mountains added for the new two hoard items.

+

Characters change includes removing Galar/Tupor. Dwarven Miner replaces the odd dwarves.

RESOURCES (40/27)

3	3	1	Enruned Shield
1	3	1	Horn of Defiance
2	2	1	Magical Harp
2	2	1	Valiant sword
2	2	1	Valiant sword
2	2	1	Habergeon of Silver
2	2	1	Dwarven Axe
2		1	Friendship of Old Renewed
		1	Adamant Helmet
		1	Scabbard of Chalcedony
		1	Arrows Shorn of Ebony
*			Cram Necklace of SP
*			Cram
*			Healing Herbs
3	3	1	Ironfists
4	4	1	Iron Hill Dwarves
3	3	1	Men of Dorwinion
1	1	1	Roac the Raven
		1	Reforging
		1	Dragon-lore
1	1	1	When I Know Anything
		1	Hoard Gathering
		1	Hollow of Thy Left Breast

10/10

2			The Dwarves are Upon You	
1			Lucky Strike	W
3			<i>Get You Gone</i>	D
3			Dragon Feuds	
3			Marvels Told	Sa
3			A Friend or Three	
3			Token of Goodwill	
2			<i>Without a Second Glance of Longing</i>	
3			Washed and Refreshed	move-o
1			Bounty of the Hoard	
1			<i>Songs of Old</i>	
1			<i>His Beard Long and Forked</i>	pe
1			Dorwinrim School of Diplomacy	
1			Legendary Hoard	pe
1			Safe From the Shadow	pe
1			Ordered to Kill	pe
1			<i>Press on Towards Shelter</i>	pex
*			<i>Heirlooms of Earendil</i>	pe
1			<i>The Doom of Choice</i>	pe
1			<i>Dwarven Warhosts</i>	pe
3			Smoke Rings	
2	1		Longbottom Leaf	
2			<i>Dwarven Art of War</i>	comm
1			A Merrier World	s2+
*			Thrall of the Voice	s1
*			Trusted Counselor	s1
1			Clad for War	s2+
1			Mining Settlement	s1*
1			Son of Nain	s1*
1			Son of Dain	s1
1			Strength From the E. E.	s2

30/17

HAZARDS(40/14)

17/3

3	Snow Lion	animal	1	1	10	x	W(N Waste)
3	Lossandamundar	animal	2	4	9	4	
3	Light-drake	drake	1	2	8	x	rl W
3	Land-drake	drake	x 1	1	8	x	rl W o2
3	True Fire-drake	drake-fire-l	1	2	13	x	WWW
1	Scorba	dragon-fire-w	x 3	3	12	8	Ag, Gu, Fo
1	Corlagon	dragon-fire-w	x 3	3	12	8	Ag, Gu, Fo, DG, MMns
1	Angurth	dragon-fire-w	x 5	2	16	8	DG, Fv, GM, Nrr, WH
1	Itangast	dragon-fire-l	6	3	18	8	Nrr, WH, NR, IH
1	Itangast a Hunt	dragon-fire-l	6	4	16	7	WH, NR, IR, GN SR,Do, HM, WR

23/10

3	Bring Our Curses Home						o1
3	Rumor of Wealth						
1	Summons from Long Sleep						
1	Power Built By Waiting	P					
3	Dragon Terror						
3	Dragon Breath						
3	My Breath Death						ex1
3	Dragon-Blood						
3	Subtlety of Guile						
2	Velocity of Haste						ex1
1	At Their Throats						ex2
1	Birth-spot						ex2
1	Riches Gathered						
1	Dragon's Sleep						
1	Quick as a Snake						
3	An Unexpected Outpost						

Dain-L	8/5/8/9	W/R/D	1	lb8	valiant sword, scabbard, Art, Nain
<i>Advisor</i>	3/1/2/8	W/Sa	1	dw3	habergeon, Anything
Galar	5/2/6/8	W/Sc	0	lb5	defiance(Reforging)
Floi	2/0/3/7	W	1		dragon-horn
Nain, sonGror	6/3/5/10	W/Sa/D	2	lb6	enruned, harp, Beard, Art, Trusted
Gimli	3/0/7/9	W/R	1	lb4	adamant helmet, axe, Thrall ,

SITES

IH	Iron Hills			Iron Hill Dwarves
IH	Barak Shathûr	m		
Eo	Nurunkhizdín			Ironfists, No Strangers
SR	Gyogorasag Sanctuary	heal		Hollow
NR	Cave of the Urdharkonur	m, heal	men.4d7	Roac
NR	Dale			
NR	Lake-town			
Fo	Logath Camp			
Do	Riavod	m		School
Do	Shrel-Kain		x	Men of Dorwinion
FV	Shab Arch	m, M, G	Throkmaw	x
GM	Norr-dum (adr)	m, M, G, ring	Ando-anca	x
GM	Steel Fell	m, M, G, ring	Urial	x
GM	Long Peak (adr)	m, M, G*	Angurth	Enruned Shield
GN	Wind Throne	Info, m, M	orcs	Reforging
GN	Gondmaeglom (adr)	m, M, ring	Scatha	x
GN	Ovir Hollow	m, M	Bairnax	x
GN	Buhr Thursig	m	men	x
WH	Caves of Ûlund	m, M, G	Agburanar	Magical Harp
WH	Dancing Spire	m, M, G, ring	Daelomin	<Legendary Hoard>
WH	Gold Hill	m, M, G, ring	Itangast	Horn of Defiance
WH	Irerock	m, M, G	Leucaruth	Valiant Sword
WH	Thundercleft (adr)	m, M	Khuzadrepa	Habergeon of Silver
WH	Tower of the Wolf-friend	Info, m+	wolf	Dragon-lore
NR	Long Marish	m, M	undead.2w7	x
NR	Lonely Mountain	m, M, G, ring	Smaug	<i>Curse his hide!</i>
Fr	Lar-huz	m, M	men	dwarven axe
Fr	Nan Morsereg	Info, m	men	When I Know Anything
FV	Kala Dulakuath	m, M, G*	orc, wolf	cvcc

* battle gear only

+ hoard

CHARACTERS-10

16-4-5-3-3

Dain	8/5/6/8+	W/R/D	lb	Iron Hills	+2DI.Dwarf/Men, +1P.DOTdrake
2 Galar	5/0/6/8+	W/Sc	lb	Iron Hills	+2P.O
<i>Mountaineer</i>	2/0/2/7*	W/Sc			+1P.orc; 1CP; -1DI.inf
<i>Mountaineer</i>	2/0/2/7	W/Sc			+1P.orc; 1CP; -1DI.inf
2 Stonehelm	7/2/4/9*+	W/Sc/R	lb	any Dh in W	+2DI.Dw; +1P.mow
1 Gimli	4/0/4/8+	W/R	lb	Iron Hills	+1P.O
<i>1 Pathfinder</i>	3/0/2/7	W/R			1CP; +1P.OT; -1DI.inf; t.OTdrake
<i>1 Pathfinder</i>	3/0/2/7	W/R			1CP; +1P.OT; -1DI.inf; t.OTdrake
<i>1 Judge</i>	3/1/2/7	W/D			+1DI.Dw
2 Nain, sonG	6/2/4/6*+	W/Sa/D	lb	any Dh in W	+2DI.Dw; +1P.OD
<i>1 Advisor</i>	3/1/2/6*	W/Sa			+1P.orc; t.Long Beard
<i>1 Advisor</i>	3/1/2/6	W/Sa			+1P.orc; t.Long Beard
1 Náli	3/0/5/7	W	fb	Iron Hills	1CP; +1P.O; -3.inf
<i>Floi</i>	2/0/3/7+	W	fb	Iron Hills	1CP; +1P.O
<i>Miner</i>	2/0/3/6*	W			1CP; +1P.OT; -1DI.inf; +1deep
<i>Miner</i>	2/0/3/6	W			1CP; +1P.OT; -1DI.inf; +1deep

starting company: at Iron Hills

2 Stonehelm	7/2/4/9	W/Sc/R	cram, Trusted
2 Nain, sonGror	6/2/4/6	W/Sa/D	herbs Thrall of the Voice
<i>1 Advisor</i>	3/1/2/6	W/Sa	
<i>Mountaineer</i>	2/0/2/7	W/Sc	
<i>Miner</i>	2/0/3/6	W	

10/19 GI Hand-8 Mind-35 SP: 7, 8

#1 Forgers

Dain-L	8/5/8/9	W/R/D	1	lb8	valiant sword, scabbard, Art, Nain
Galar	5/0/8/9	W/Sc	0	lb5	valiant sword,
<i>Advisor</i>	3/1/2/8	W/Sa	1	dw3	habergeon, Anything
+Floi	2/0/3/7	W	1		

#2 Mining

Stonehelm	7/9/4/9	W/Sc/R	2	lb7	defiance(Reforging), harp, Trusted
Nain, sonGror	5/0/4/9	W/Sa/D	1	lb6	enruned, School, Beard, Art, Thrall
Gimli	4/0/7/9	W/R	1	lb4	adamant helmet, axe

OBJECTIVE

Lord Dain will gather dwarves and weapons to hunt and kill Throkmau and other dragons. All of their movement is near to the Iron Hills. Combat and fatalities will be common place. Focus on Throkmau's minions to draw the wyrm out. Some resources favor reducing strikes from Ahunt manifestations of dragons, which will be leveraged to kill them.

This player is selected to have a Power deck if a Dragon-lord has a Power Deck. A few of his dwarves, items, and resources will be needed by others for their Power Decks.

Top 5 Goals

1. Form tough companies with no fear moving into
2. Kill two dragon manifestations
3. Kill in combat a few of Throkmau's minions
4. Move dwarf factions for battle
5. Engage with CvCC with Throkmau using Hollow of Thy Breast

LORD DAIN and DWARVES

Thorin II's cousin lives and mines in the Iron Hills. He is a tough ranger/diplomat. He has a low GI of 19, but has 7 DI versus dwarves. His Leader ability is not expected to be used. He will be carrying a Valiant sword and the Scabbard. This would give him 3 CP, but Dwarven Art of War in his company will make it only 1 CP. His +1 prowess versus dragons will allow him to face Throkmau, but he does need some help. He also has +1 prowess versus Orcs, Trolls, and Drakes.

An Unexpected Party was not chosen due to only having 5 two or one mind dwarves. You can always have this as a Game Point card to form larger companies.

Son of Nain will allow the fetching of Mining Settlement, which is important. He may also tap the resource to fetch a non-unique dwarf. Strength From the Ered Engrin, which is discarded when you defeated an attack created by a Dragon hazard manifestation. Ironfoot is not used since the body and prowess boost are not warranted. Leg it Double Quick is not used in this deck.

Dain will need corruption support when facing Throkmau. A Friend or Three is included to help with corruption checks. Depending on the resources available Dain can face the Worm with three CP. Dain has a normal +1 prowess against Dragons. Here are some possibilities:

6/8, Valiant Sword, Scabbard, Nain = 9/9, -1 to Worm's body; 3 CP

6/8, Dwarven Axe, Helmet, Nain = 9/9, immune to Dark Enchantments; 3 CP

CHARACTERS

All your characters are dwarves. Nine of your 16 dwarves are non-unique making this player tied for first for the most non-uniques in his deck for White players. This means that you will lose them as the game continues. These dwarves are low body, but do not get all the non-unique dwarves eliminated before you can recycle them. Only four of the dwarves have a mind greater than 4. You have 3 dwarves focused on Sage and Diplomat. Only two unique dwarves are not Longbeards. Only Galar(Lipor) does not have a home site of Iron Hills.

Thorin Stonehelm III is the son of the Lord of the Iron Hills - a great warrior in his own right as a 7-mind Longbeard. He is also a Scout and Ranger to move a company through the rugged lands of the North. His 4 prowess is low for his mind, but a 9 body is strong. A home site of any

Dwarf-hold in Wilderland is nice to allow him to come into play at a Mining Settlement. He has 2 DI and with +2 DI against Dwarves this gives him 4 DI against his race. He hates Men, Orcs, and Wolves with this +1 prowess against them. King Under the Mountain can be played on him if Dain has been eliminated. He can tap to fetch one All the Bells Ringing, but that event is not in the deck. Stonehelm lead a core company. This dwarf has his own stage card. The stage resource lowers his mind to 4 for control purposes. He becomes a leader, gains +1 prowess against Men. The stage event can tap to fetch a non-unique dwarf.

Nain, Son of Gror, is the father of Dain. An old dwarf, but he can provide tactical insight against the wyrms of the Withered Hearth. Tales of vengeance has given him +1 prowess against Dragons and Orcs. As a 6-mind dwarf he can control 4 DI of dwarves. A 4 prowess is worthy, but a 6 body is dangerous. He too has a home site of any Dwarf-hold in Wilderland. He is the only unique Sage in the deck so protect him. A treasure item in his possession gives him +1 prowess and body, and -2 DI for 6/2/5/7. A special ability is tapping to shuffle Songs of Old, which will be used in the game.

Gimli, son of Gloin treks across the Iron Hills eliminating orc tribes and battling evil men from the East seeking lands in Rhovanion. His 4 prowess and 8 body is average for a two skill 4-mind Longbeard dwarf. His Ranger will be in great use among the rugged lands of the Grey Mountains. He has +1 prowess against Orcs. Another +1 prowess is his if Hunting Orcs is in play. Only Thrain has this in play.

Galar (Lipor) is a mighty Firebeard of from Núrunkizidin. He desires to rid Eorstan of Orcs using his Scout skill to hunt goblins. His 5-mind makes it expensive for his play, yet he will be in a core company. He has +2 prowess against Orcs. His special ability is to play Knowledge of the Enemy at any site if his company has faced an Orc attack the same turn, but that resource is not in the deck. This dwarf will focus on combat with Throkmaw's minions.

Náli is another Firebeard, but he is from the Iron Hill Dwarf-hold. He is a Warrior bent on ridding orcs from the Grey Mountains. He has +1 prowess against Orcs, but is soft-spoken with -3 against influence attempts. His hatred is a risk burdening him with one corruption check. But a 5 prowess for 3-mind is valuable. But a low 7 body is risky. He does not have a place in the game specifically, but can be a follower to the avatar.

Floi is a tough dwarf with years of experience fighting Orcs. He is a Firebeard from the Iron Hill Dwarf-hold. Always ready to seek revenge against goblins he will travel on a mission to regain his Clan's honor. He has +1 prowess against Orcs, but has -1 to his influence attempts. He can tap to support a character in his company even if he is facing a strike from the same attack. His 3 prowess and low 7 body can be useful for a limited time. His two mind is low enough to be controlled by An Unexpected Party. Floi will be in Dain's company.

King's Judge will be a useful Diplomat to play Get You Gone. A 2 prowess is low considering all types of attacks. A low 7 body will give me a low chance to survive the game. But his 2 DI against dwarf characters or 3 DI against dwarf factions can be used.

King's Advisor is a rare dwarf Sage. He costs 3-mind and his 6 body is dismal. But he hates orcs and can tap to fetch His Beard Long and Forked from the discard pile. There are two copies in the deck. One starts the game. This dwarf can play When I Know Anything late in the game.

Two Pathfinders are in the deck. His 2 prowess is low for his 3-mind, but as a Ranger that can tap to cancel a strike that is worth the cost. He carries one corruption and a hatred for orcs.

His special ability is tapping to cancel a Drake, Orc, Troll attack keyed to a Wilderness by type. He might not survive the first few turns. Neither copy has a specific place in a core company, but can join Dain's company.

Mountaineer has similar prowess, corruption and hatred as Pathfinder. But he is a 2-mind Scout. His special ability is tapping at the end of the organization phase to allow his company to move through a mountain region and not stopping in the region. He can allow movement through the Grey Mountains to either Dragon Gap or Foroviakain bypassing the Narrows.

COMPANIES

An Unexpected Party will be used to build one company since there are only five characters with a mind of two or one. 10 of your 19 GI points will be used. This means that the noted dwarves are the base dwarves. So you can add non-unique dwarves for specific quests to take big strikes. Both companies are not big on prowess, but can survive most strikes due to the high body of the dwarves. You will be seeing a lot of CvCC. Be careful with this event since any company with two 6+ mind dwarves disrupts the party.

The starting company has three non-unique dwarves. It will start at the Iron Hills. You should play as many items early. The danger of the Grey Mountains will only increase as the game continues. You are restrictive with high-mind dwarves to start. Lord Dain cannot start. Stonehelm starts due to having Son of Dain in the play deck for faster play. His 9 body can give confidence of surviving until more dwarves appear. Trusted Counsellor is played on him for 7 DI against dwarves. Nain, son of Gror is better for this stage resource since Stonehelm will be a leader, so Stonehelm needs to be in the same company as a dwarf-lord. But Nain's low body will keep him at Iron Hills until armour is given to him. Thrall of the Voice starts the game on this old beard. He will play Marvels Told in the meantime. Strength From the Ered Engrin is the other starting stage event. These two dwarves will use 13 GI. Therefore, the other dwarves will be low-mind and weak. Advisor, Miner, and Mountaineer are also included in the starting company. Advisor is a vulnerable Sage with 6 body. He can tap to fetch His Beard Long and Forked from the discard pile before he is eaten by a drake. Heirlooms of Earendil, Healing Herbs and Cram are the starting items.

starting company: at Iron Hills

2 Stonehelm	7/2/4/9	W/Sc/R	cram, Trusted
2 Nain, sonGror	6/2/4/6	W/Sa/D	herbs Thrall of the Voice
1 Advisor	3/1/2/6	W/Sa	
Mountaineer	2/0/2/7	W/Sc	
Miner	2/0/3/6	W	

Dain's company, Forgers, will fight Throkmau, visit Lairs for items, and play dwarf factions. A Valiant Sword in a Scabbard of Chalcedony will give Dain 8 prowess, 9 body. Son of Nain allows fetching of resources or characters. The dwarf-lord has 5 DI to control dwarves using a command event Dwarven Art of War. The command event grants +2 to CC to each of these dwarves due to carrying a hoard battle-gear item. He has +1 prowess against dragons, drakes, orcs and trolls. These resources burden him with 3 CP. Galar has 6 prowess and 8 body with Bow of Dragon-horn. Floi is providing his 3 prowess. Floi is a two-mind Warrior. Advisor is there with Habergeon for staying alive with 8 body. Advisor has When I Know Anything and

will play Marvels Told. Attempt to kill Dragon aHunts with the bow and other resources to reduce the attack strike quantity to one. An Unexpected Party is with this company.

#1 Forgers	<An Unexpected Party>				
Dain-L	8/5/8/9	W/R/D	1	lb8	valiant sword, scabbard, Art, Nain
Galar	5/0/6/8	W/Sc	0	lb5	dragon-horn,
Advisor	3/1/2/8	W/Sa	1	dw3	habergeon, Anything
+Floir	2/0/3/7	W	1		

The Mining company will hunt Throkmau's minions and play food items. Stonehelm is a Scout and Ranger with a Reforged Horn of Defiance, Magical Harp, and Trusted Counsellor. His normal body is high at 9. His item is a hoard and instrument item. It will grant +2 DI. When the item is reforged it can be tapped to allow bearer to face all strikes from an attack. Stonehelm's 9 DI will all be used. Nain is his follower who has Enruned Shield, and practiced in Diplomacy, and the Dwarven Art of War with His Beard Long and Forked. Nain has also listened to Thrall's Voice for -1 mind. Magical Harp is a treasure item giving him +1 prowess and body, but likely give the harp to Stonehelm if the Offering event is in hand. He carries Enruned Shield for 9 body. All this costs one corruption point. Gimli will carry a Dwarven Axe and adamant helmet, so play Hollow of Thy Left Breast on him. Gimli also has 9 body. Gimli will later have Elf-friend for the Power Decks. What reason could this be? This company has two Diplomats and each dwarf has a 9 or 10 body. Son of Dain is not on Stonehelm for the reason of putting two leaders in the company.

#2 Mining					
Stonehelm	7/9/4/9	W/Sc/R	2	lb7	defiance(Reforging), harp, Trusted
Nain, sonGror	5/0/4/9	W/Sa/D	1	lb6	enruned, School, Beard, Art, Thrall
Gimli	4/0/7/9	W/R	1	lb6	adamant helmet, axe, Elffriend

Much effort has been made to create the core companies. Leadership and mind considerations prevented the most desired result. Therefore, Thrall's Voice was added when Son of Dain was not used.

Most of the final dwarves have two or more CP, but the command resource will grant a +2 CC to them. Stonehelm and Dain are both leaders. There are four other dwarves with a mind of two or one that can be included without using GI due to An Unexpected Party.

Several dwarves are available as replacements or temporary characters. There is another Mountaineer and Advisor. Judge is a 3-mind Diplomat that can control a 2-mind dwarf in the company with An Unexpected Party. Two Pathfinders with the valuable Ranger skill can be played. His prowess is low at 2, but he can tap to cancel a Drake, Orc or Troll attack keyed to Wilderness by Type. Galar is the bodyguard when moving to Shab Arch. His mind is high at 5 as only a Warrior, but his 6 prowess and 8 body are prized.

When Dain has Hollow of Thy Left Breast late in the second deck you may form the three companies below. However, it will mean discarding Nain to make available His Beard Long and Forked. That means Smoke Rings will shuffle the character into the playdeck. Use Advisor to fetch that event.

Lord Dain's company will combat Throkmau with 8 prowess Dain. Use Galar to face the site's attacks with his Horn. Mountaineer can surprise the Dragon-lord by moving through a mountain region.

Stonehelm, Floi, and Gimli will combat minions. Their prowess stats are 7, 6, or 4. Two have a solid 10 body, but each has 2 or 3 corruption points. Magical Harp will add +2 to their corruption checks. Killing of dragons is an option. By this time in the game the Bow of Dragonhorn, 2 dwarf factions played by Lord Dain, and Balin's quest to Pits of Angband should render all Dragon attacks to a single strike.

Nain will stay at Iron Hills playing Marvels Told and control Advisor.

Second Deck Companies:

10/19 GI	Hand-8	Mind-32	SP: 7, 8
#1	[Throkmau]		
Dain-L	8/7/8/9 W/R/D	2 lb8	valiant sword, scabbard, Hollow, Nain
Galar-L	5/0/6/8 W/Sc	2 fb5	defiance(Reforging), Beard, Art
<i>Mountaineer</i>	2/0/2/8 W/Sc	0 dw2	adamant helmet
#2	[minions]	<An Unexpected Party>	
Stonehelm-L	4/5/7/9 W/Sc/R	2 lb7	harp, Art, Dain , Trusted
Gimli	4/0/4/10 W/R	2 lb6	habergeon, dragon-horn, Elffriend
+Flo	2/0/6/10 W	3 if2	axe, enruned,
#3	[Sage events]		
Nain, sonGror	6/4/4/6 W/Sa/D	0 lb6	
<i>Advisor</i>	3/1/2/6 W/Sa	1 dw3	Anything

ITEMS

You have 14 items (2 greater hoard, 4 major hoard, 1 major, 3 minor hoard, and 4 minor food items). With proximity to Lairs it is best to have this player acquire hoard items. Nine items are hoard items. There are plenty of sites to play these items and low-mind dwarves to carry the items. But you have to visit many Lairs. Having many items allows you to thin your deck to target hazards at Throkmau. Keep in mind that a greater item borne by this avatar is vulnerable to Fear of Kin, but Magical Harp to nullify that hazard somewhat.

~~—Heirlooms of Earendil is used to easily get some hoard items to hand. This is a starting event. Earendil had eight items. This deck has six of them, one copy, for a total of eight. When three of these items are in play you can tap a bearer of such item to take another such item from discard pile or sideboard to hand. Since you are a Dwarf lord you get no MP.~~

You can play most of the hoard items in adjacent regions during one deck. Try to play most of the items in the first deck; use *Arrows Shorn of Ebony*, so you can use them again in deck two. These arrows are the main resources to kill a Hunt dragons. It is an Earendil item. Only Warriors can use this item, but all your dwarves are Warriors. Discard this item to modify a strike from a hazard creature attack not keyed to a site, such as a Hunts, by -1 prowess and -2 body. This will help defeating the first strike. But if this first strike is defeated, then all subsequent failed strikes from the attack are automatically defeated. Thus decrease the number of strikes from a creature and use this item to kill bodied creatures. Dragon-lore will allow the fetching and playing of

another hoard item. That means only visiting three Lairs for all your hoard items.

You will need body support. That is why you have *Enruned Shield* and a coat of *Habergeon of Silver*. Enruned Shield provides a massive boost of +3 body to a maximum of 10. It is an Earendil item. A Warrior can tap this item to make one strike against bearer ineffectual. Play this item only on a 6 or 7 body dwarf. It has 2 CP. Habergeon of Silver is armour providing +2 body also to a maximum of 10 for 2 CP. It is an Earendil item.

Adamant of Helmet and *Scabbard of Chalcedony* will help with defense too. Both are Earendil's items. Adamant Helmet provides +1 body and will nullify dark enchantments, which will discard Hollow of Thy Left Breast. Scabbard of Chalcedony reduces a strike's body by one, but it has 1 CP. *Valiant Sword* and *Dwarven Axe* will be your weapons. Valiant Sword has +2 to bearer's prowess to a maximum of 9, which each dwarf can use. It is an Earendil item. A Warrior then has +1 body to a maximum of 9. Such a rich hoard of items will keep your dwarves fighting under mountain and under sky.

Magical Harp is a hoard, instrument, and treasure item. Its benefit is used by Nain to boost his stats and become untapped with Songs of Old. That resource will be used to fetch the item. The harp can be tapped to select a character in the same company that cannot be discarded for the rest of the turn for any reason. Expect agents to try to discard Sage dwarf at his home site. Consider selecting a character that has two or three corruption points so a failed check will not discard him. The play of hazards such as Call of Home will not be dangerous with the GI buffer. The hazard Fear of Kin also is not a problem since Dain is not expected to carry the greater item Enruned Shield. Likely transfer this item to a dwarf during the organization phase for the new bearer to tap and make the corruption. Then transfer it back to Nain. Just tap one dwarf to help Nain with his corruption check. Washed and Refreshed can untap those supporting the corruption checks.

Horn of Defiance is a legendary, hoard, greater, and instrument item. Songs of Old will be helpful for this item to untap the item. This item grants +2 DI to the bearer. If Reforged, then it can tap to allow bearer to face all strikes from an attack.

If someone gets wounded, use healing herbs. Cram is included to untap a dwarf. You will rarely use it for moving five regions, but likely use it to untap after facing AA.

Bounty of the Hoard is played during the site phase to allow one minor or major item to play played at a tapped, hoard site. This can save you one turn with a major item or get a second hoard minor item out of your hand.

Legendary Hoard will be played by Thorin on Gold Hill. Do not visit this site. Let it be temptation for the minions. Visit there if you have a few hoard items yourself...and bring many dwarves.

[It was long debated to give Bow of Dragon-horn to Radagast so to use Peace of Coexistence more often or to Thorin in exchange of Great Cup of Thrór.]

Without a Second Glance of Longing was selected to aid unburdening the dwarves from their hoard items. The practice game uncovered risk of carrying 5 CP and all the tapping to support transferring or storing items. This card should save one turn. The short-event is played on a company modifying by +2 any corruption check made by characters attempting to play item, transfer item, storing item, or storing event.

Safe From the Shadow allows storing resources during the end-of-turn phase. You do not plan on storing; this resource is in your play deck for the benefit of other players. However, you might need to store if you lose many dwarves so the survivors are carrying many items

ALLY

Your only ally is *Roac*. He is a Diplomat bird. Prowess of -3 and 8 body are the stats for this ally. He will be killed by a hungry drake. He can tap and be discarded to influence any faction. You can do this to influence Ironfists. Use the ally to play Diplomat resources.

FACTION

Two dwarf factions will be used by *Strength from the Ered Engrin*. Keep *Iron Hill Dwarves* away from agents. Ironfists need an attempt of 12 to play. Longbeards have -3. Ironfists have +3.

No Strangers at This Time will be played on Nurunkhizdín in the second deck. So play Ironfists in the first deck. This is important for the Power Decks. When *The Doom of Choice* is played move the factions to avoid agents. Move them to the Under-deeps for safety against agents when you know you do not need help from *Strength from the Ered Engrin*.

This faction, Men of Dorwinion, is only included for Dorwinion School of Diplomacy. This will be played at Shrel-Kain needing an attempt of 7 (men +1). This is a dual faction.

MISSIONS

Five missions are given to you.

When I Know Anything is there for helping dwarves with the hoard items. This Light Enchantment carries 1 CP to the Sage. Recycle this event if discarded from play. A command event will grant +2 to CC for carrying a hoard battle-gear item.

No Strangers at This Time is needed for the Power Decks allowing Gandalf a Free-hold with healing near Mordor. Play it on the dwarf-hold in Eorstan.

Reforging is an Information event that will be played in the Iron Hills. It will reforge a hoard instrument item. Keep the Sage alive to store the event.

Dragon-Lore is a great permanent-event that allows fetching of a hoard item from your discard pile or play deck. It does carry 2 CP. This resource is better than Bounty of the Hoard since you may not have enough dwarves to untap.

Hollow By The Left Breast is a Stolen Knowledge event requiring Information, but can only be played on a Scout or Ranger. Its playability is limited to a Lair or Border-hold in the Northern Rhovanion. Discard the event during a body check of a Dragon-lord at the same site to automatically fail that roll. Only dark enchantment or killing of a Dragon can discard this resource. The event brings 1 CP.

Mining Settlement is a stage resource that you will use to get you close to Throkmaw's skin and enrage him to attack you. There are five Ancient Dwarf-holds to choose for the stage resource. The idea is to move the Mining company to such a site after fetching Mining Settlement using Son of Dain. Then play a hoard item at the Lair. Dain will move to another site and play Hollow of The Left Breast. Stonehelm will tap Son of Dain to fetch a non-unique dwarf. The following organization phase will play the non-unique dwarf at Mining Settlement. Expect either the stage event to be discarded by the play of a Dragon creature at the site or a visit for CvCC. Use the company for CvCC and this site as a base. When the company is weak remove back to Iron Hills discarding Mining Settlement for later play at another site. The mining company will move to either Celeb-Ost or to a Lair in Grey Mountains.

Hoard Gathering gives Miscellaneous MPs if stored items (ore, ring, treasure, hoard) are placed with the event. Add the MPs of the resources and a third of that is the MPs of the event.

Store the hoard items on the last turn. You have 14 hoard MPs that will make this event worth 4 MPs.

GATES OF MORNING

More Alert Than Most has its ability increased with the Environment in play.

NORTHERN WASTE AND GREY MOUNTAINS

Events in this deck include Warrior, Diplomat, Sage, three rituals, a light enchantment and a dwarf-specific that is a song.

Songs of Old is a resource short-event with great uses. It can be fetched by Nain, son of Gror when he taps. When a dwarf has an instrument while at an Ancient dwarf-ruin this short-event allows fetching any one Dwarf specific resource from the discard pile. These resources in the deck are dwarf specific: Dwarven Axe, The Dwarves are Upon You, His Beard Long and Forked, An Unexpected Party, Dwarven Art of War. Try to shuffle a resource with only one copy in the deck unless you desperately need combat support. An Unexpected Party and Dwarven Art of War should be the first two resources to fetch. His Beard Long and Forked can be fetched by King's Advisor. Select The Dwarves Are Upon You otherwise. Expect to play this event twice and the second instance will be played after moving to a site just to play this song.

You will be traveling short distances from the packed regions. **The Dwarves Are Upon You** aids in CvCC. It does lower body and that is why you have so many body enhancers. These cards start in the sideboard. Expect to play it 3/4.

Lucky Strike is there to allow you to roll twice so to stay untap. Give it to a valuable character or a Sage to use. Expect to play it 3/3.

Get You Gone is a Diplomat resource. Tap the diplomat during the MOVE phase to cancel a unique non-agent hazard before it resolves. This can cancel dragon manifestations without Marvels Told. You only have four Diplomats in the deck including an ally. Expect to play it 4/9 just because dragon manifestations will be rare late into the game.

Dragon Feuds will cancel wyrm attacks whenever you have one of your dragons or drakes in hand. Play the event during the Organization phase. Now you can discard a Dragon or Drake hazard creature to cancel such an attack against any of your companies. You have nine drakes in the deck. On average, you should draw one drake per turn to have one ready for use.

Token of Goodwill is a low cost method to cancel a variety of attacks. The offering attempt requires a Diplomat, which is likely to be Nain, son of Gror. He will have 2 DI to use for this event if not carrying a treasure item. He also has +2 against Dwarves. This resource is added from the ability of Dorwinion School of Diplomacy allowing a treasure item to replace any item required by Token of Goodwill. A successful play of that resource puts a resource into your hand.

Dorwinion School of Diplomacy is a Lore playable on a non-avatar, non-overt Diplomat at Riavod if you have Men of Dorwinion in play. Now the Diplomat can tap and discard a treasure item to cancel any Dunadan, Dragon, Elf, Man, Orc, or Slayer attack. Discard any treasure item to satisfy Token of Goodwill. You will use Magical Harp and then shuffle that item using Songs of Old.

Washed and Refreshed allow you to move from a haven after healing, because you can untap 2 dwarves. The Northern Waste is a dangerous place that may lead you back to the site of origin.

Press on Towards Shelter helps with movement in the Northern Waste and Sun-lands. You can move an additional region if to a Haven or Free-hold in these territories or if Doors of Night

or Mordo are in play apply to Border-holds in these territories or any Free-hold. You can discard the event to cancel the effects of Snowstorm, Snow in the Mountains, or Sandstorm for one of your companies.

Some resources in the deck allows for reducing strikes from Dragon attacks. These will be leveraged for devastating effects. **Strength of the Ered Engrin** will lower the strikes by one for each dwarf faction in Northern Waste or Wilderland of a Dragon manifestation attacking you at or moving to a site in these territories. Taping **Bow of Dragon-horn** will lower the strikes by one. This combination has the potential to remove three strikes from a Dragon Ahunt manifestation leaving every such hazard vulnerable to the Kill Pile. If a Dragon is played at a **Mining Settlement** then another strike can be removed. Balin is expected to store **Pits of Angband** to lower the strikes, prowess, and body of all dragon and drake creature attacks by one! A five strike dragon attack can be reduced to one with these effects.

AGENT

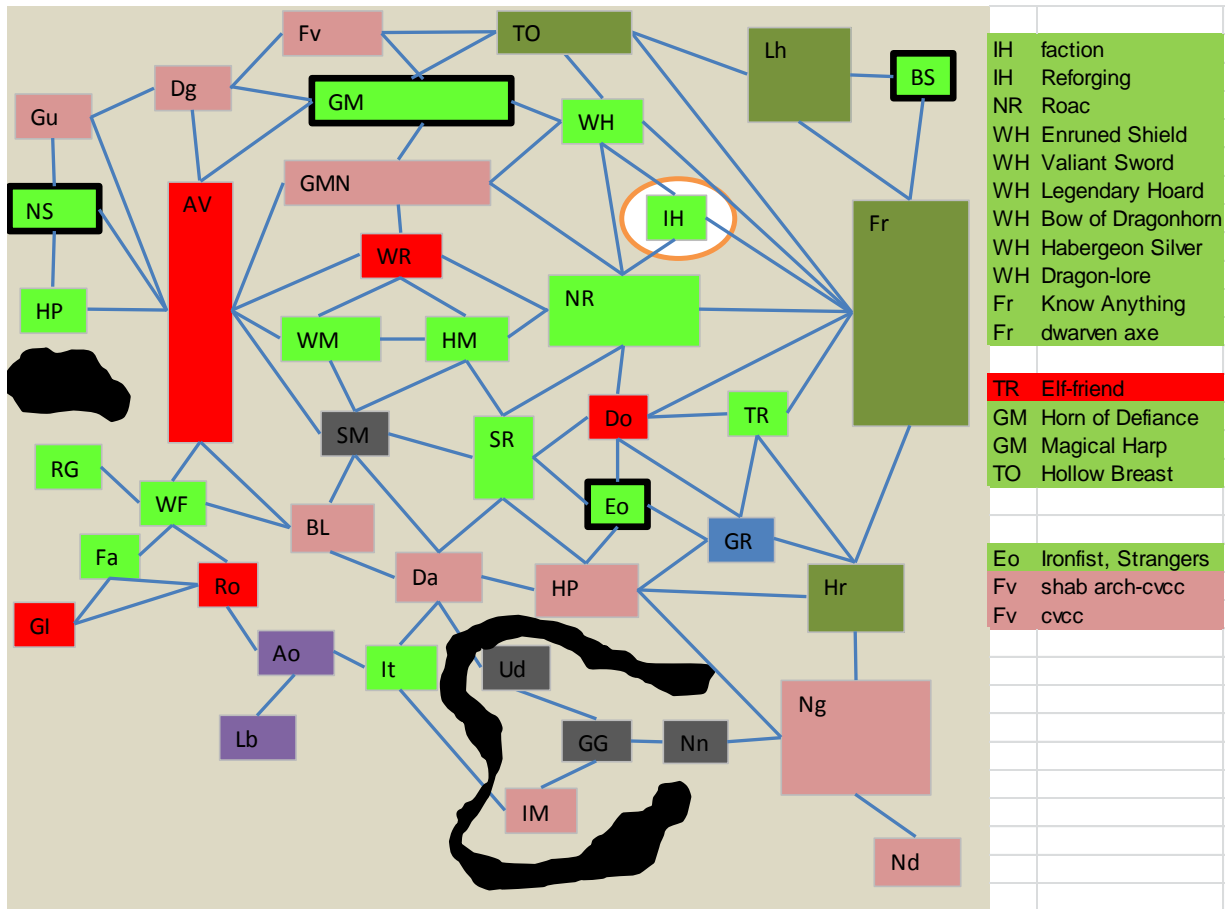
Consider moving the factions to the Under-deeps to hide from the agents. Ordered to Kill will allow agents to be targeted by your creatures.

Dain will target Agburanar and Leucaruth specifically for killing. Below is a tally of the strikes, prowess and body of Ahunt manifestations with different resources in play. Thranduil will attempt to slay Scatha and Bairnax. The table below clearly indicates easy killing of Agburanar and Leucaruth. Attacker attacks are signified with an * and highlighted. Gostir is the next considered Dragon for killing. Gostir's range includes Forrhun when Doors of Night in play. Even with two strikes his unassigned strikes can be defeated by Dain and Stonehelm. Dain has 9 prowess against Dragon creature strikes.

You should get both dwarf factions in play for the effect from Strength from the Ered Engrin. This can be two factions. Then Bow of Dragon-horn is another reduction of strikes.

Dragon	Ahunt	+Bow+Strength	+Ebony
Agburanar (Dain)	3-13/8	1-12/7	1-11/5
Leucaruth (Dain)	3-14/7	1-13/6	1-12/4
Itangast	4-16/7	2-15/6	2-14/4
Daelomin* (Alatar)	4-11/7	2-10/6	2-9/4
Khuzadrepa*	3-15/8	1-14/7	1-13/5
Angurth* (Alatar)	3-14/7	1-13/6	1-12/4
Ando-anco	4-14/7	2-13/6	2-12/4
Lomaw* (Alatar)	4-12/7	2-11/6	2-10/4
Gostir	4-12/7	2-11/6	2-10/4
Scatha (Thranduil)			
Bairnax (Thranduil)			

Alatar will focus on the Attacker Dragons. Three unassigned dragons have four strikes. Ando-anca is another possibility for Lord Dain if you have two dwarf factions to lower the attack to one strike or include Gimli with Lord Dain. This Dwarf-Lord should kill no less than two Dragons excluding Throkmau.



Alatar, Thrain, Vidugavia, and Thranduil are your neighbors. This play attempts to use the most dangerous sites including using hoard items. No sites other than havens and free-holds are shared.

Iron Hills	F	Iron Hill Dwarf-hold	thrain, dain	.	
Iron Hills	F	Barak-shathûr	alatar, dain		Dwarves
Northern Rhovanion	B	Cave of the Urdharkonur	dain		Men
Withered Hearth	L	Caves of Ûlund	dain		Dragon
Withered Hearth	L	Dancing Spire	dain		Dragon
Withered Hearth	L	Gold Hill	dain		Dragon
Withered Hearth	L	Irerock	dain		Dragon
Withered Hearth	L	Thundercleft-Khuzadrepa	dain		Dragon
Withered Hearth	R	Tower of the Wolf-friend	dain		Wolves
Forrhun	R	Lar-huz	dain		Men
Forrhun	R	Nan Morsereg	dain		Men
Taur Romen	H	Rhûbar	alatar, thranduil, dain	.	
Grey Mountains	L	Long Peak	dain		Dragon
Grey Mountains	L	Steel Fell - Uruial	dain		Undead D
Talath Oiohelka	R	Celeb-Ost	dain		Traps
Eorstan	F	Nurunkhizdîn	thrain, dain		Dwarves
Forviakain	S	Kula Dularuath	dain		Orcs
Forviakain	L	Shab Arch	dain		Dragon

SITES

All your region are either in Northern Waste or adjacent to that territory, except for Eorstan and Taur Romen. Most of your sites are Lairs with really bad odor. Attempt has been made to avoid sites used by other white players. 19 sites are expecting a visit. Two will be for CvCC. Eleven sites are one or two region movements. Five sites need three regions. Three sites are four regions (Eorstan, Foroviakain x2). All movement will be in Wilderness except for moving to three sites. Mountain movement will be used.

Barak Shathûr can play a minor item, but also play Reforging. Play a minor item there. Nurunkhizdîn has the Ironfists faction, but you need to move through Northern Rhovanion. An elf-hold is required to play Elf-friend on Gimli. This is the site to visit for the permanent-event. Rhubar will avoid regions roamed by dragons.

Some Border-holds are on your list. Cave of the Urdharkonur is where to play Roac. Its Men detainment AA is tough. Shrel-Kain has the Men of Dorwinion. In the same region is Riavod to play a permanent-event.

Ruins for your resources include those near Withered Heath. Nan Morsereg has When I Know Anything. Lar-huz has Dwarven Axe. Tower of the Wolf-friend is available for Information or hoard minor items. You can play Dragon-lore here in the first deck for a single region move to use that event at a Lair. Hollow of Thy Breast will be played at Celeb-Ost. The Wind Throne has Information and thus play Reforging there.

All the Lairs that you will play hoard items are in Withered Heath and Grey Mountains. There are five Lairs in Withered Heath. Play one greater item and four major items. Place Legendary Hoard at Dancing Spire with Daelomin to tempt visitors. You will be waiting there if Smaug arrives. Long Peak does not allow non-battle-gear greater items, but Steel Fell does. Play Horn of Defiance in Withered Heath and Enruned Shield at Long Peak. You do not expect to visit Grey Mountain Narrows unless for CvCC. Mining Settlement will be played at Long Peak.

Play Legendary Hoard on a lair in Withered Heath. It will be more attractive to Smaug than Throkmaw. Dancing Spire is a nice option. You have the creature hazard Daelomin.

The only Shadow-hold you may visit is the ice-orc hold Kala Dulakuath. You can surprise a minion company there or play minor items. Follow by Frenzy of Madness if orcs attack. Shab Arch is the other site there in Foroviakain. That is where Throkmaw is hiding.

STAGE RESOURCES

Lord Dain is playing a bare stage strategy. **Trusted Counsellor** will allow easier control of a six mind dwarf from the Iron Hills. Play it first on Nain son of Gror, then Thorin II Stonehelm.

Son of Nain allows the fetching of importing resources include Mining Settlement, Kingdom of Old Restored, Strength from the Ered Engrin, or a non-unique Dwarf character.

Son of Dain will later be discarded to allow another leader in Stonehelm's company. This stage event makes Thorin III Stonehelm a leader and provides +1 prowess against Men. The target also only costs 4 points of influence to control.

Thrall's Voice is needed on Nain, but can be discarded near the end of the game. Nain will have 5 mind so to be a follower to Thorin III Stonehelm.

Strength from the Ered Engrin is an essential resource that allows the possibility of killing dragons and drakes. Mining Settlement is a temporary site to tease minions to attack you. Hidden Behind Doors of Stone was considered.

These stage points will build 6 SP, but one character event will be discarded early.

For MP boasting **Clad for War** grants full MP to your battle-gear items, which you have five.

Discard this stage event if you have enough Kill MP to cover the loss item MP.

A **Merrier World** grants you full Kill MP. It requires 7 SP to be played. That means to play Clad of War or all the other stage resources in play.

Friendship of Old Renewed is 2 stage points. Visit Thranduil's Halls during the Warlord Phase to play this event. Dain makes a corruption check modified by -3. Then tap Dain and make a roll that is the same as an influence attempt against an Elf character. Bring many dwarves using A Friend or Three. A result greater than 14 keeps the card in play. Now, the event is worth 1 item MP for each of your unique factions in Wilderland or adjacent. This will be 2 item MP.

You will have at most 7 SP during the game until the council. Then you may have up to 9 SP.

HEROES & MINIONS

You have Lord Thorin, Alatar, and Elves of Evermist in your Division. You won't be seeing Elves at all and Lord Thorin when he is battling Smaug. You will help Thorin II if he is in dire need, but remember you have your own minor worm problem in Throkmaw. Alatar will be seen once in a while. You're mostly on your own.

The enemies in your Division include the Durlach, Lomaw, Throkmaw, and Smaug. You won't be seeing the Durlach, but may see Smaug and definitely Lomaw. You can target Smaug's minions too who venture in your Iron Hills. It is true that Throkmaw does not pose a threat to Middle-Earth yet. If he gathers an army, then it will be deadly for anyone to challenge him in the land of dragons.

Get Men of Dorwinion in play soon since that faction negatively modifies many influence attempts against minion factions.

MARSHALLING POINTS

C=7 This is a high amount. You have five 2-MP heroes. You just need three to survive. Then there are four 1-MP heroes, which you need two to live.

I=9 Clad for War will yield full MP for battle-gear items which are the shield, bow, sword, either the armour or axe.

F=4 Iron Hill Dwarves and Ironfists are your factions, but expect one to be discarded before the end of the Councils by an agent.

A=1 Carc is the only faction. Keep him in play unless you need to discard him.

M=1 When I Know Anything and No Strangers at This Time are these events.

K=9 You should kill at least two dragons not played by heroes.

GAME POINTS: Heirlooms of Earendil, Elf-friend, Houses of Healing, Drive Away the Night

PLAYDECK MANAGEMENT

Lord Dain has 25 resources in the sideboard. Some are items and stage events and others are leader/command events. The minor item weapons and ally can be sent to the discard pile to be played in the second playdeck when you need a reason to draw cards.

1st Deck

This player has 13 site phases to rid the North of dragons. Try to have 7 resources in play before Turn 10. You may have turns with no tough hazards played against you. Expect to exhaust during Turn 8 or Turn 9. It is important to visit the Lairs before it gets too dangerous. Play those hoard items. *When I Know Anything* must be played. End the deck with Galar and a faction in

play. Those minor food items will help too so use them. Do not try to kill an Ahunt dragon manifestation unless you know for sure it can happen (e.g. use Ebony Arrows).

Valiant Sword and Adamant Helmet will be sent to the playdeck with Longbottom Leaf. The second *Longbottom Leaf* will grab both *Dwarven Art of War* cards. The avatar will tap once to shuffle Son of Dain. Avatar taps 3x to send 15 cards to the discard pile. Use King's Advisor to grab His Beard Long and Forked.

Smoke Rings shuffles cards that are highly useful like Get You Gone. You can shuffle a character that was drawn too early and now sits in the discard pile.

An Unexpected Outpost shuffles *Bring Our Curses Home* x3. Hope to have this event in hand when you can play a Dragon.

First Exhaustion

Remove from the sideboard 5 hazards for deadlier creatures: Velocity of Haste x2, My Breath Death x3.

Place these resources in the sideboard: Mining Settlement, two instruments to be later grabbed by Songs of Old, King's Advisor, and another character.

2nd DECK

Get the rest of the table cards into play. Reforge Horn of Defiance. Use Songs of Old to play the instrument items. No Strangers at This Time needs to be played on the dwarf-hold. Try to exhaust no later than Turn 19. Try to use Ordered to Kill and enter Iron Hills Dwarf-hold for killing agents. The end of the deck should have many characters with two or more corruption points.

During the second deck, the avatar taps to send three cards to the sideboard yet to be involved into the game including Mining Settlement and King's Advisor.

Smoke Rings is expected to shuffle table cards that were discarded by hazards such as factions. Else shuffle *Marvels Told*.

An Unexpected Outpost shuffles *Land-drake* x3. You should use this creature with Dragon's Terror or to tap a character at the cost of eliminating the creature.

Second Exhaustion

Remove from the sideboard 4 hazards to trouble those in Northern Waste: Greater Storms x3, Birth-spot. Also remove one Game Point event.

Place these resources in the sideboard: Mining Settlement and four non-unique characters.

3rd DECK

Now is the time to play Hollow of Thy Left Breast, Clad for War, and A Merrier World. Go after Throkmau with a vengeance using Mining Settlement.

The third Longbottom Leaf shuffles during the third deck A Merrier World and Clad for War. Tap the avatar to send Mining Settlement and characters to the discard pile.

Smoke Rings is expected to shuffle table cards that were discarded by hazards. Else shuffle

Marvels Told.

An Unexpected Outpost shuffles the Dragon creatures.

SIDEBOARD MANAGEMENT

1	Magical Harp			dp131	
1	Horn of Defiance			dp111	
1	Valiant sword	Leaf			
1	Valiant sword	Leaf			
1	adamant helmet			dp132	
1	scabbard of chalcedony				dp214
1	Roac the Raven			dp112	
1	Dragon-lore			dp113	
1	No Strangers At This Time				dp211
1	Hollow of Thy Left Breast				dp212
2	The Dwarves are Upon You			dp121,122	
3	A Friend of Three			dp123,124,125	
1	Songs of Old			dp133	
1	His Beard Long and Forked			dp114-x	
1	Longbottom Leaf				dp213
1	The Doom of Choice			dp134	
1	Dwarven Warhosts			dp135	
2	Dwarven Art of War	Leaf, Leaf			
1	A Merrier World				Leaf
1	Clad for War				Leaf
1	Mining Settlement			dp115	
1	Son of Nain	tap1			
26 resources					
E1	X	Mining Settlement			
E1	X	King's Advisor			
E1	X	Magical Harp			
E1	X	Horn of Defiance			

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	1	+1	-	-	-	-
SB to DP	15	+3	3	+1	-	-
Smoke	-	-	-	-	-	-
Leaf	4	0	-	0	2	0
avatar card	-	-3	-	-3	-	-
other	-	-	-	-	-	-

Dain needs to tap 1x in the first deck and 1x in the second deck.

This hazard strategy does require you to hold onto cards. But with your creatures with high prowess you discard them to draw others. This should be a fun deck to play with using a lot of those worm hazards that are often go unseen in decks. You can sucker minions in attacking you while at a 'Forod' site if you have a worm creature in your hand.

CREATURES

You have 20 creatures in the deck and 17 to start. This is a wyrm and fire theme. You want to kill Smaug's and Thorkmaw's minions. If these two Dragon-lords do not have minions to get their hoard items, then they must get off your bed of gold. This means you can kill Smaug away from the Lonely Mountain. There are 9 drakes, 5 dragons, 3 animals, and 3 dwarves.

Ta-fa-lisch is an odd creature. The undead creature most likely will be played on a Dragon-lord player. A non-cancelled, non-defeated attack has the creature placed with the site, then with an item played at the site. The bearer of target item faces an attack from this creature to start every MOVE phase until the creature is defeated, item is stored or leaves play. It is rare only found at Ancient Dwarf-ruins and hoard sites that sum to under 70 sites.

Snow-lion is a hunter. This Animal creature has but one strike with 10 prowess, but chooses defending characters. Its ground is only in Wilderness of the Northern Waste. Fell Winter or Bonds of Winter expands this range to adjacent regions. Another restriction allows only playing against a company fewer than four. It has +2 prowess against lone characters or any Hobbits. Any resulting check is modified by +1. Scout only resources do not affect Snow-lion and the creature cancels any ongoing effect of such resources. The following regions are adjacent to the Northern Waste: Numeriadon, Arthedain, Angmar, Gundabad, Anduin Vales, Narrows, Northern Rhovanion, Iron Hills, and Forrhun.

Two small drakes are used for quick play of Dragon's Terror, which is a dark enchantment. Land Drake and Light Drake are easy to play at Ruins and Wilderness. They will be killed and enhance card flow.

True Fire-drake is a land-drake at 2 strikes with 13 prowess. It needs triple Wilderness. You will likely play this creature using Dragon Breath against Smaug the Golden before the Warlord Phase.

Four fire-dragons are burning the deck. All are winged. Three can choose attackers across the Iron/Grey Mountain ranges. Itangast can be heard, smelled, far way his three strikes of 18 prowess is an earthquake. Angurth is an angry problem with his two strikes, but his 16 prowess will keep him alive. He must assign his strikes to any dwarf in the company. Scorba will hunt in Eriador.

The following assumes Doors of Night is in play except for the Hunt dragon. Forochel, Angmar, Gundabad and will be roamed or hunted by Corlagon and Scorba a Hunt. Corlagon will roam in Misty Mountains – Northern Spur on his own. Dragon Gap has Corlagon, and Angurth. Foroviakain and Grey Mountains will be roamed by Angurth. The Narrows and Withered Hearth has Angurth and Itangast. Northern Rhovanion and Iron Hills is threatened by Itangast. All this range bothers four minion players (Witchking, Bolg, Thorkmaw, Smaug) in three Divisions.

Corlagon might have a low 12 prowess, but he has three strikes of 8 prowess. He is found at Cirith Helkaloke in the Northern Spur of the Misty Mountains. Not the best, but he chooses

defending characters. This will ensure his survival when attacking. Velocity of Haste adds another 12 prowess strike. This dragon will bother Throkmaw's minions near Wilderland.

Scorba is a winged-fire drake from the Angmar. He has three strikes at 12 prowess with average 8 body. However, he selects defenders. This means he is a copy of Corlagon. Velocity of Haste adds two strikes each of 12 prowess strike. Now, Scorba has five strikes. You may want to move to Gundabad to sucker minions to attack you. That region is five regions from Iron Hills and has just one site to visit. Be prepared yourself.

Angurth is the meanest of the four. His 16 prowess will tap anyone and the two strikes will terrorize. An 8 body stat is healthy for this occupant of Long Peak. Just like Ando-anca but with one less strike and an attacker. He can be keyed to Dragon Gap, Forovirkain, Grey Mountains, Grey Mountain Narrows and Withered Hearth. This can effect of Throkmaw and Smaug. Velocity of Haste adds another 16 prowess strike that can tap a weak Sage.

Itangast is a fire-drake from Withered Hearth. He is the largest Dragon not used as a Dragon-lord. Three strikes of 18 prowess is unwanted by everyone. A 8 body can keep him awake and ready to hunt turn after turn. His Doors of Night range are the usual four: NR, WH, IH, Narrows. Velocity of Haste adds another 18 prowess strike that can kill. Do not waste *Summons from Long Sleep* on him. *Bring Our Curses Home* is for this creature. Also do not use *Dragon's Breath* on this creature unless adding *My Breath Death*.

examples

		Dragon's Breath (-2p, +1b)				1st	2nd	3rd	
1	Corlagon	dragon	x	3	12	8	x10/9	x10/9	x10/9
1	Scorba	dragon	x	3	12	8	x10/9	x10/9	x10/9
1	Angurth	dragon	x	2	16	8	x14/9	x14/9	
1	Itangast	dragon		3	18	8	.16/9	.16/9	.16/9

Creatures

- FH:
- BH:
- 6 RL: light-drake land-drake
- SH:
- DH:
- UD:

-
- FD:
 - BL:
 - 6 W light-drake land-drake
 - 3 WWW true fire
 - SL
 - DD
 - CS

-
- | | | | |
|---|-----------------------|----------|---------|
| 1 | Iron Hills | Itangast | |
| 1 | Northern Rhovanion | Itangast | |
| 2 | Withered Hearth | Itangast | Angurth |
| 2 | Grey Mountain Narrows | Itangast | Angurth |
| 1 | Forviakain/ Grey Mts. | | Angurth |
| 2 | Dragon Gap | Corlagon | Angurth |
| 1 | MM NS | Corlagon | |
| 2 | Gundabad | Corlagon | Scorba |
| 2 | Angmar | Corlagon | Scorba |
| 2 | Forochel | Corlagon | Scorba |

Hazard EVENTS-35

A low 35 hazard event total may rain fire and death. All the events are geared towards dragons/drakes. Dragon-lords are targeted too. Do not leave a dragon player out of your plans.

Base cards-0

You have no base cards.

Corruption/tap-3

Bring Our Curses Home will be a bane for minions, especially for Rhovanion companies. It does require a character to be eliminated by a hazard creature attack. Dragon-blood, Subtlety of Guile, and Dragon-breath may do this. Dragon Terror might allow you assign your strikes to weak minions. Success will force the company to face this creature at the start of its MOVE phase if the creature is playable. The corruption burden is three. The cards start in the sideboard. You should kill at least two characters allowing the play of the hazard.

Main Theme-8

You are doing a fire-breathing, blood-dripping, and subtle hazard strategy. You want to combine a drake or dragon with these cards. You have 14 drakes or dragons.

Rumor of Wealth allows more playing of your dragons. Rumor of Wealth targets any Ruins allowing one non-sea serpent Dragon creature to be keyed to the site after the play of a major or greater item. This will likely not extend to more sites against Dragon-lords, but can be effective against other Divisions. The creature will of course not be limited by a hazard limit. Play this hazard 6/9 even if no dragon creature is available.

Rats forces the discard of a minor item or to wound a character (-2P/-1B) if a minor item is in the company. Trophies will usually be discarded.

Summons from Long Sleep will allow you to have a worm ready to play with those corruption hazards. Then the creature has +2 prowess. Use dragons only with this hazard.

Power Built By Waiting will allow you to pull off the combo to play a dragon. With many difficult to play events, you can use two during another movement to untap this event.

Secondary Theme-17

These hazards will affect the target facing attacks or strikes from wyrms. Three copies will ensure the play once per deck.

Dragon Terror is Dark Enchantment to tap a minion for every card you discard. This is great for those low frequency hazards that will clog your hand. A roll is made and the character taps of the roll is greater than his mind. Use this even with the 8 prowess drakes just to tap. Play this hazard 5/9.

Dragon Breath is for your fire worms (Angurth, Itangast, Corlagon, Scorba, True Fire). This will tap some minions and help save your fire-drake. Each character faces one strike equal to the strike's prowess, but uses his own body. Then the attack is modified by +1 body and -2 prowess. My Breath Death must be played with Dragon Breath, which eliminates an item. Play this hazard 3/9.

My Breath Death is only playable on a character facing a strike a strike from Dragon's Breath. Target's prowess is modified by -2. If the character is wounded, but not eliminated one item is removed from play. If eliminated, then it is two items. The cards start in the sideboard.

You should couple this with the other hazard 2x in two decks.

Dragon-blood forces a body check on character that faced a Dragon or Drake strike if the strike failed, but the hazard is played before the dice roll. Use this with Subtlety of Guile. Play this hazard 5/9.

Subtlety of Guile is a Dragon specific event. The body of one non-Wizard character wounded by a Dragon attack is lowered by one for the turn. Dragon's Blood will have a better result. Alternatively, if Itangast wounds the character then that character has its body lowered by two for the rest of the turn or play before the attack to lower the body of each character in the company facing an Itangast attack. Killing a character allows you to use Bring Our Curses Home. If that corruption hazard has been played, then affect all the characters else likely select one character for the -2 body modification. It will be rare to play; play it 3/9.

Velocity of Haste is a Dragon specific event for Scorba. That dragon normally selects targets. This event gives a Dragon attack one additional strike (with no body). This extra strike can target a weak character or ally. Two Dragons in your deck normally have three strikes. Angurth has two, but adding a 16 prowess strike will be devastating. Itangast hunt with the event has five strikes at 16 prowess. Alternatively, an attack by a manifestation of Scorba receives two additional strikes (with no body). Your Scorba creature will have five strikes. The cards start in the sideboard. Expect to play it 2/6.

Tertiary Theme-4

The secondary theme is cause havoc with Thorkmaw. Birth Spot reduces the body of a Dragon character by three. The worm can remove this hazard at his den. Expect the wrym to scurry to his minions for protection. He may eat them the next turn.

Greater Storms is an Environment Short-event playable on a flying company. Either all characters and allies are tapped or the company is no longer flying. The latter can change the site path to no more than an adjacent site. This can leave a winged-dragon vulnerable away from a Dragon's Den.

Support Cards-0

Cycle-3

Outpost is a staple. Try to recycle the dragons with it.

~~Hermit Troll needs Triple Wilderness or Double Desert. It has 12 prowess and 5 body, but only one strike. It can be revealed on-guard to choose defending characters. It can be keyed to Ruins with two Wilderness or one Desert in the site path or in a mountain region. Therefore, the Harad Division is vulnerable to this creature. Sites in the Grey Mountains are candidates and known sites in Withered Heath.~~

TURN01, vs. Adunaphel

MOVE

Bereth, -sl-j-bl-bl,fh

HL5, Thorin-x

HL4, Evermist-x

HL3, Alatar-x

HL2, Dain-x

HL1, Imrahil-x; has Lost at Sea in hand.

No hazards played:

HL1, Thorongil, plays Arouse Defenders on the site

TURN01, vs. Akhorahil

MOVE

Abur, -,haven

HL2, Alatar-x uses Bofur as OG.

HL1, Dain-x, Thorin-x, Evermist-x, Pallando-x

HL1, Thorongil-x

Hador, -sl-w-bl,sh

HL3, Alatar-x

HL2, Dain-x, Thorin-x (has Bairanax, Frenzy of Madness in hand!)

HL2, Thorin plays Choking Shadows on the site.

Djerual taps to use Voices of Malice to discard Saruman the Wise,Hador supports, croll auto

TURN01, vs. Black N

MOVE

Gastmorgath, -dd-w-bl-w,bh

HL5, Dain-x; Dragon Blood in hand; no Light-drake in hand,

HL4, Thorin-x

HL3, Evermist-x

HL2, Alatar-x

TURN01-4.3, Iron Hills, U

U	Stonehelm	7	7	4	9	lb	W	Sc	R			0	Trusted Counsellor	Healing He
U	Mountaineer	2	0	2	7	dwarf	W	Sc				1	Cram	
U	Dwarf-miner	2	0	3	6	dwarf	W					1	Cram	
U	Náin, Son of Grór	6	2	4	6	lb	W			Sa	D	0		
U	Advisor	3	1	2	6	dwarf	W			Sa		0		

arrows shorn of ebony	Longbottom Leaf
Dáin-avatar	Lucky Strike
Dragon's Blood	Washed and Refreshed
Longbottom Leaf	Without a Second Glance of Longing
0	0

Turn: 1 Hand: 8 MP: 5 SP: 4 PD: 83
Black Akhorahil Desert Adunaphe THROKM,

Gates of Morning Spring of Arda

Tidings of Death

, Master of the House, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Merkampa at Home

, Scorba at Home, Mordor in Ruins, Echoes of Númenor's Fall

, Kelper Enraged

, Minions Stir

UNTAP

ORG

Lord Dain played at Iron Hills. Avatar taps to shuffle [Son of Nain]. Longbottom Leaf shuffles [Adamant Helmet, Valiant Sword].

Dain, Nain, Advisor stay. Others move to Barak Shathûr

MOVE.1-Dain

Dain, -, haven.

HL3, Black plays Taint of Ambition on Nain.

HL2, Black uses An Unexpected Outpost to shuffle Alone and Unadvised

HL1, Black uses OG No News of Our Riding

Stonehelm, -w, fh

HL3, Black plays Foolish Words on Stonehelm.

HL1, Akhorahil plays agent Ôm-buri-Ôm face-down

{moving to Tower of the Wolf-friend would give +2HL and Incite Denizens from Desert}

SITE

END Denethor. Thorin (nx turn)

TURN02, vs. Black N

MOVE

Gastmorgath, -w-fd-w-sl,bh

HL5, Thorin keys Orc-Guard to sh. Orcs.5s8p, MS=6s9p, detainment to SL

Faltur, 2p-3x+9sroll=8,taps

Horseman ,3p-3x-1e+6sroll=5,taps

Mariner,3p-3x+8sroll=8,taps

Ingar, 3p-3x+10sroll=10

Gastmorgath, 4p-3x+6sroll=7,taps

HL4, Thorin uses OG Dragon Hunters

HL3, Alatar-x

HL2, Dain plays An Unexpected Outpost to shuffle [Bring Our Curses Home.]

HL1, Dain plays Summons from Long Sleep

TURN02, Adunaphel

MOVE

Bereth, -bl,rl

HL5, Evermist-x

HL4, Dain-x

HL3, Thorin plays ENV Choking Shadows on Ruins site.

HL1, Alatar-x

TURN02, Akhorhail

MOVE

Akhorahil, -,haven

HL3, Dain uses OG Without a Second Glance of Longing

HL2, Evermist-x

HL1, Alatar-x

Hador, -bl,fh

HL3, Dain-x

HL2, Evermist-x

HL1, Alatar-x

TURN 02-3.3 {move to play hoard items}

@ Barak Shathûr, U

U	Stonehelm	7	7	4	9	lb	W	Sc	R			0	Trusted Counsellor	Healing He	Foolish Wc
U	Mountaineer	2	0	2	7	dwarf	W	Sc				1	Cram		
U	Dwarf-miner	2	0	3	6	dwarf	W					1	Cram		

@ Iron Hills, U

T	Dáin-avatar	8	7	6	8	lb	W		R		D	0			
U	Náin, Son of Grór	6	2	4	6	lb	W			Sa	D	1	Taint of Ambition		
U	Advisor	3	1	2	6	dwarf	W			Sa		0			

adamant helmet	Legendary Hoard			
arrows shorn of ebony	Lucky Strike			
Dorwinrim School of Dipl	Smoke Rings			
Dragon's Blood	Washed and Refreshed			
0	0			
Turn: 2	Hand: 8	MP: 5	PD: 79	SP: 4
<u>Akhorahil</u>	<u>Adunaphe Black</u>	<u>Desert</u>	<u>THROKM,</u>	

Gates of Morning Spring of Arda

Tidings of Death

, Wardens of the Woodland Realm, Summons from Long Sleep, Summons From Long Sleep,

Alatar the Hunter, Merkampa at Home, Traitor

, Mordor in Ruins, Echoes of Númenor's Fall

UNTAP

ORG

Avatar taps to dump 5 cards to discard pile: [Horn of Defiance, Roac the Raven, When I Know, Anything, His Beard Long and Forked, Mining Settlement].

Nain taps to remove hazard, 5hroll=fail.

Stonehelm taps to remove hazard, 2hroll=fail.

Stonehelm+ moves to Tower of the Wolf-friend, Washed and Refreshed.

Dain+ stays.

MOVE.2-Dain

Dain, -, haven.pL

HL3, Akhohrahil plays An Unexpected Outpost shuffles Wield It While I May

HL2, Akhohrahil plays Nobody's Friend to fetch Herion from playdeck.

Stonehelm, -w-w,rl untap 2 char; 1 dragon manifestation in play (no avatars count)

HL3+1, Akhohrahil plays Call of the Desert on Stonehelm.

HL3, Adunaphe1-x

HL2, Black-x

HL1, Desert plays Incite Denizens on site.

SITE

Tower of the Wolf-friend, (1)Wolves--- 3 strikes with 6 prowess, ID=3s6p

Miner plays Lucky Strike.

Stonehelm, $4p+1.\text{card}+4\text{sroll}=9$

Mountaineer, $2p+8\text{sroll}=10$

Dwarf-miner, $3p-3x+9|7\text{sroll}=9$.

Incite Denizens; Wolves--- 3 strikes with 6 prowess

Stonehelm, $4p-1t+6\text{sroll}=9$

Mountaineer, $2p-1t+7\text{sroll}=8$

Dwarf-miner, $3p+6\text{sroll}=9$

Mountaineer eats Cram to untap. Miner taps to eat Cram to untap.

Mountaineer taps to play adamant helmet.

Free Minor Item; Miner taps to play arrows shorn of ebony

END Vidugavia.Alatar

Smoke Rings shuffles Lucky Strike.

Advisor taps to fetch from DP *His Beard Long and Forked*; played on Nain.

TURN02, vs. Desert

MOVE

Nazog, -sl-j-t,rl

HL4, Dain places True Fire-drake on Summons from Long Sleep

HL3, Alatar plays Known to an Ounce on the site that has a hoard.

HL1, Thorin-x

Grunt, -,haven

HL2, Dain uses OG Lossandamundar.

HL1, Alatar-x

HL1, Thg-x

TURN02, vs. Adunaphel

MOVE

Bereth,-bl-bl-j-sl,haven

HL5, Alatar-x

HL4, Evermist uses An Unexpected Outpost to shuffle Stay Her Appetite

HL2, Dain-x

HL1, Thorin-x

TURN02, vs. Black

MOVE

Gastmorgath, bh

HL5, Evermist uses OG Aamumeren Isä

HL4, Thorin-x

HL3, Alatar-x

HL2, Dain-x

HL1, League-x

TURN02, vs. Akhorahil

MOVE

Akhorahil, -,haven

HL3, Thorin uses OG Deftness of Agility

HL2, Dain-x

HL1, Evermist-x

HL1, Thg-x

Hador, -bl-t-sl,haven

HL3, Thorin-x

HL2, Dain-x

HL1, Evermist-x

HL1, Thg-x

TURN 3-1.3. Throkmau at Bog Hills.

@ Iron Hills.dwarf, U

T	Dáin-avatar	8	7	6	8	lb	W		R		D	0		
T	Náin, Son of Grór	6	2	4	6	lb	W			Sa	D	1	Taint of Ambition	His Beard Long and F
T	Advisor	3	1	2	6	dwarf	W			Sa		0		

@ Tower of the Wolf-friend, T

T	Stonehelm	4	7	4	9	lb	W	Sc	R			2	Trusted Counsellor	Healing Hk Foolish W Call of the Desert
T	Mountaineer	2	0	2	7	dwarf	W	Sc				1	adamant helmet	
T	Dwarf-miner	2	0	3	6	dwarf	W					1	arrows shorn of ebony	

Dorwinrim School of Dipl	0												Desert Orcs
Dragon's Blood	Men of Dorwinion												Fruitless Victory
Dragon's Breath	Scorba												Imprisoned and Mocked
Get You Gone	Valiant sword												Orcish Marauders
0	0												Desert Amber
0	0												Swift Strokes
Turn: 3	Hand: 8	MP: 6	PD: 70	SP: 4									That Ain't No Secret
Desert	Akhorahil	Adunaphe	Black	THROKM									Weigh All Things to a Ni
													0

Gates of Morning Spring of Arda

, Wardens of the Woodland Realm, Summons from Long Sleep, Summons From Long Sleep,
 Merkampa at Home, Traitor, His Own Master
 , Mordor in Ruins
 , The Way is Shut

UNTAP

ORG

Stonehelm no tap remove corruption hazard, 9hroll-3x=6,fail.

Stonehelm taps to remove Foolish Words, 7hroll=fail.

Nain taps to remove hazard, 5hroll=fail.

Nain and Advisor stay.

Son of Gloin played at home site.

Dain and Son of Gloin move to Shrel-Kain.

Stonehelm+ move to Iron Hills.

LONG The Way is Shut discarded by Desert.

MOVE.3-Dain

Nain, -,haven

HL2, Desert uses OG Orc-Watch.

HL1, Akhorahil moves fd agent Ôm-buri-Ôm from Hermit's Hill to Bandit Lair.

Dain, -w-w-bl,bh

HL2, Desert keys Orcish Marauders to BL, orcs. 2s7p

Dain, 6p+1.card-3x+3sroll=7,tie

Gimli, 4p+1.card+5sroll=10

Stonehelm, -w-w, haven

HL3, Desert-x

HL2, Akhorahil-x

HL1, Adunaphel-x

HL1, Smg-x

SITE

Shrel-Kain. No AA.

Dain taps to make INF attempt on Men of Dorwinion.

+5.di+2.card(men)+9.iroll=16,pass.

END Saruman.Alatar

Lord Thrain sends Plagued dwarves to Iron Hills; Dwarf-miner is wounded.

Two plagues, so two sets of rolls!

[Error found at start of this player's Turn 04.]

Thrall of the Voice must start on a target – not played turns later. Thus, placed this stage event on Nain, Son of Gror and made the stage event a starting card. Old starting stage card, Strength from the Ered Engrin, put into deck slot of Son of Dain. Event Son of Dain made as a starting stage card for 3 SP to start. With a slot open for Lord Dain, Elves of Evermist's card Peace and Beauty Never Beheld moved to this deck. Elves of Evermist now gets the unused card: Few But Elvish Eyes. Only use of that event is to play Far-Sight for the events mentioned on that card are used in other divisions.

MOVE.4- Akhorahil

Akhorahil, -,haven.T Bozisha-Dar

HL3, Evermist uses OG Crebain

HL2, Dains plays An Unexpected Outpost shuffles from SB: [Bring Our Curses Home x2]

Hador, -sl-t-j,bh Kadar an-Khâradun

HL3, Evermist uses OG Incite Minions

HL2, Dain-x has Scorba, Dragon's Breath, Rumor of Wealth in hand.

HL1, Alatar-x HL1, Thg-x

MOVE.4-Black {Weary to have a big HL with coastal sea in spath.}

Gastmorgath, -sl-w-cs-bl, RL; Harbâz

HL5, Alatar plays Redoubled Force

HL3, Thorin-x {dragon, Frenzy of Madness, Orc-watch in hand}

HL2, Evermist-x

HL1, Dain plays Rumor of Wealth {no dragon played}

MOVE.4- Adunaphel

Lomelinde, -cs-cs,bh Urezayan

HL2, Dain uses OG Dragon's Breath

HL1, Evermist-x HL1, Thg-x

WATTAN shuffles Black Sails.

Bereth, -sl-t-tt-t-w-w-sl,haven Minas Morgul

HL3, Dain-x

HL2, Evermist-x

HL1, Thorin-x {has dragon, Frenzy of Madness, Orc Watch in hand}

Forced March played to move to Chey Goumal

+

Bereth, -sl-w-w-bl,bh Umbar

HL3, Dain-x

HL2, Evermist-x HL1, Thorin-x

MOVE.4-Desert

Veteran, -sl-t-tt-w-w-dd,haven Chey Goumal

HL2, Thorin-x

HL1, Alatar-x HL1, Thg-x

WATTAN shuffles Vermin for Dinner.

Nazog, -t-tt, Ruins Urud-an-Khibil

HL4, Thorin-x Drew Dragon's Desolation

HL3, Alatar plays Known to An Ounce on site.

HL1, Dain-x

TURN04-3.3 {ThrokmaW at Bog Hills; minions in Deep Cleft,Shab Arch}

@ Iron Hills, T

T	Stonehelm	4	7	4	9	lb	W	Sc	R			2	Trusted Counsellor	Son of Dai	Healing H	Foolish W	Call of the Desert
U	Mountaineer	2	0	2	7	dwarf	W	Sc				1	adamant helmet				
W	Dwarf-miner	2	0	3	6	dwarf	W					1	arrows shorn of ebony				
T	Náin, Son of Grór	5	4	4	6	lb	W			Sa	D	1	Thrall of the Voice	His Beard	Taint of Ambition		
U	Advisor	3	1	2	6	dwarf	W			Sa		0					

@ Shrel-Kain, T

T	Dáin-avatar	8	7	6	8	lb	W			R		D	0				
T	Gimli, Son of Gloin	4	0	4	8	lb	W			R			0				

Dorwinrim School of Dipl Náli					Adûnaphel's Lute		
Dragon-feuds					Gondorian Rangers		
Get You Gone					In The Name of Mordor		
Lucky Strike					Poison of His Voice		
0					Poison of His Voice		
0					Sakalthôr		
Turn: 4	Hand: 8	MP: 7	PD: 58	SP: 5	Things Might Go Ill		
Adunaphe	Akhorahil	Desert	Black	THROKM	0		
					0		

Gates of Morning Spring of Arda Spring of Arda

, Wardens of the Woodland Realm, Redoubled Force, Summons from Long Sleep, Summons From Long Sleep, Merkampa at Home, Traitor, His Own Master
 , Mordor in Ruins

UNTAP

ORG

Strength from the Ered Engrin played. Son of Nain played on Lord Dain.

Náli played at home site; Iron Hills.

Nain no tap remove hazard, 2hroll-3x=-1, fail.

Stonehelm taps to remove hazard, 5hroll=fail.

Mountaineer transfers Adamant Helmet to Nain, Mountaineer supports, croll=auto.

Stonehelm transfers Healing Herbs to Náli, Advisor supports, croll=auto.

Avatar taps to dump 5 cards from SB to DP:

[The Dwarves are Upon You! X2, A Friend or Three x3]

Stonehelm, Miner, Advisor, Nali stay.

Dain+ stay.

Nain and Mountaineer move to Riavod.

MOVE.5-Dain

Dain, -,bh Shrel-Kain

HL2, Adunaphel plays Sakalthôr as agent.

Stonehelm, -,haven Iron Hills

HL4, Adunaphel plays Shut Yer Mouth on Stonehelm.

HL2, Akhorhail -x

HL1, Desert-x

Nain, -w-w-bl, Riavod

HL2, Adunaphel-x

HL1, Akhorhail -x

HL1, Smg plays Unabated in Malice on new site's AA.

SITE

Riavod, (1)Men--- 1 strike with 8 prowess (detainment) UiM=2s9p

Nain uses Lucky Strike.

Náin, Son of Grór, 4p-3x+7/8scroll=9

Náli, 5p-3x+5scroll=7,taps

+

Nain taps to play Dorwinrim School of Diplomacy

Taint of Ambition triggers, Nain makes cc.

-1.taint-1.item-1.school+5scroll=2.

END Theoden.Thorin

TURN05 vs Ren

MOVE

Ologong, -dd-w-bl-w,RL. Ruins of Anaoshak

HL3, Alatar -x Were-worm in hand

HL2, Dain-x

HL1, Thorin-x hand(Ando-anca,Bairanax,Dragon's Desolation,Frenzy of Madness,OrcWatch)

Above the Abyss untaps Ologong.

Good; no need for Deeper Shadow

TURN05 vs Uvatha

MOVE

Uvatha, bh. Iorag Camp

HL2, Dain uses OG Subtlety of Guile

HL1, Thorin-x FrenzyM,dragon,Orc-watch in hand.

HL1, Thg-x

Ulrac, -sl-sl-w,bh. Relerindú

HL2, Dain-x

HL1, Thorin-x Keep Orc-watch in hand for next company.

HL1, Thg-x

Pon Opar, -sl,bh. Raider-hold

HL2, Dain-x

HL1, Thorin keys Orc-watch to SL. Orcs.3s9p

Pon Opar, 5p-3x+3sroll=5,taps

Pon Opar taps bow for Horseman's strike

Horseman, 3p-3x-1e+2.bow+12sroll=13

TURN05-3.3 {Throkmaw at Shab Arch DD, Deep Cleft, Kala Dulakurth)

@ Shrel-Kain, T

T	Dáin-avatar	8	7	6	8	lb	W		R		D	0	Son of Nain
U	Gimli, Son of Gloin	4	0	4	8	lb	W		R			0	

@ Riavod, U

T	Náin, Son of Grór	5	4	4	7	lb	W			Sa	D	3	Thrall of the Voice	His Beard Long and F
													Taint of Ambition	adamant h Dorwinrim
T	Náli	3	0	5	7	fb	W					2	Healing Herbs	

@ Iron Hills, U

T	Stonehelm	4	7	4	9	lb	W	Sc	R			1	Trusted Counsellor	Son of Dai	Shut Yer M	Foolish W	Call of the
T	Dwarf-miner	2	0	3	6	dwarf	W					2	arrows shorn of ebony				
T	Advisor	3	1	2	6	dwarf	W			Sa		0					
T	Mountaineer	2	0	2	7	dwarf	W	Sc				2					

Dragon-feuds	Reforging				Boars
Dragon-feuds	Token of Goodwill				Corsairs of Rhûn
Get You Gone	Valiant sword				Full of Froth and Rage
Marvels Told	Velocity of Haste				Gleaming Gold Ring
0	0				Heralded Lord
0	0				Nûriags
Turn: 5	Hand: 8	MP: 9	PD: 48	SP: 7	Shut Yer Mouth
Uvatha	Ren	Hoarmura	Dwar	THROKM	Well Aimed
					0

Gates of Morning Spring of Arda Spring of Arda

, Wardens of the Woodland Realm, Redoubled Force, IceDrake, Summons From Long Sleep,

Traitor, His Own Master

, It Stinks, Mordor in Ruins

, Awaken Denizens

UNTAP

ORG {go get sword, too weak of body to get Reforging}

Stonehelm no tap remove hazard(Shut), 8hroll=pass.

Stonehelm no tap remove hazard(Call), 5hroll-3x=2,fail.

Dain+ moves to Iron Hills.

N.Gror moves to Iron Hills.

Advisor stays at Iron Hills.

Stonehelm+ move to Irerock.

Dragon-feuds played; hope to draw a wyrm creature

MOVE.5-Dain

Dain, -bl-w-w, haven. Iron Hills

HL2, Uvatha plays Full of Froth and Rage

HL1, Uvatha keys Boars to BL. Animals.2s7p, SpringA+FFR = 3s9p

Dain, 6p+11sroll=17

Gimli, 4p-1e+5sroll=8, success. 6broll=wounded. Nice creature play!

N.Gror, -bl-w-w, haven. Iron Hills

HL2, Uvatha plays Shut Yer Mouth on N.Gror

HL1, Uvatha plays Bairanax at Home

N.Gror taps to play Get You Gone to cancel hazard before it resolves.

Passive Condition; Taint of Ambition, Nali supports

-1.taint-1.item-1.school+1.sup+5croll=3.

Advisor, -, haven. Iron Hills

HL2, Uvatha-x

HL1, Ren-x

HL1, Smg-x

Advisor taps to play Marvels Told to target Awaken Denizens, 7croll-2.res=5.

Smoke Rings shuffles from DP Marvels Told

Stonehelm, -w-w, RL. Irerock

HL3, Uvatha-x

HL2, Ren keys Wolves to W. wolf.3s8p

Stonehelm, 4p+3sroll=7, success. 7broll=wounded

Dwarf-miner, 3p+10sroll=13

Mountaineer, 2p+4sroll=6, success. 3broll=wounded

HL1, Ren plays Rabies on Mountaineer

Smoke Rings shuffles from DP Lucky Strike

SITE

END Theoden.Thorin

Avatar card untaps Lord Dain.

Draw card to hand size: Marvels Told

Healing Herbs used by Nali to untap Advisor.

Advisor taps to play Marvels Told to target Rabies, Dain supports, -2.res+1.sup+croll=auto

{fortunate turn, still no wrym creature in hand}

TURN06 vs Ren

MOVE

Ologong, -w-bl-w,bh. Thraath
HL3, Dain uses OG Velocity of Haste
HL2, Evermist-x
HL1, Alatar-x

Ren, -,haven Chey Goumal
HL2, Dain uses OG Pathfinder
HL1, Evermist-x

TURN06 vs Dwar

MOVE

Ufkral, -sl-dd-dd-sl,SH. Thuringwathost Tap Orc-tracker to reveal site.
HL3, Evermist plays Behind the Hedge on Ulkus agent; does agent need to be revealed?
HL2, Evermist uses OG Demon Whale
HL1, Dain-x
Above the Abyss untaps Orc Tracker

Gorfaur, -bl-w-w-sl, SH. Thuringwathost Orc-mounts
HL4-2, Evermist-x
HL1, Dain-x
Thorin has Frenzy of Madness, Bairanax in hand

TURN06-1.3 {Throkmau at Amon Anlug, Kala Dulakurth, Cobalt-deeps }

@ Iron Hills, U

T	Dáin-avatar	8	7	6	8	lb	W		R		D	0	Son of Nain		
W	Gimli, Son of Gloin	4	0	4	8	lb	W		R			0			
T	Advisor	3	1	2	6	dwarf	W			Sa		0			
T	Náin, Son of Grór	5	4	4	7	lb	W			Sa	D	3	Thrall of the Voice	Dorwinrim	Taint of Arn
													His Beard Long and Fork	adamant h	Shut Yer M
T	Náli	3	0	5	7	fb	W					1			

@ Ilerock, U

W	Stonehelm	4	7	4	9	lb	W	Sc	R			1	Trusted Counsellor	Son of Dai	Foolish W	Call of the
T	Dwarf-miner	2	0	3	6	dwarf	W					2	arrows shorn of ebony			
W	Mountaineer	2	0	2	7	dwarf	W	Sc				2				

Dragon-feuds		Reforging		Crooked Promptings	
Dragon's Terror		Token of Goodwill		Deeper Shadow	
Get You Gone		Valiant sword		Lost in Dark-domains	
Iron Hill Dwarves		0		Orc Quarrels	
0		0		Sojourn in Shadows	
0		0		Wolves	
Turn: 6	Hand: 8	MP: 11	PD: 42	SP: 7	0
Ren	Dwar	Uvatha	Hoarmura	THROKM	0
					0

Gates of Morning Spring of Arda Spring of Arda Helecthil Light of the North
 , Wardens of the Woodland Realm, Power Built By Waiting,
 IceDrake, Summons From Long Sleep
 , Corlagon At Home, It Stinks, Mordor Rebuilt

UNTAP

ORG

NainG rolls to remove SYM, 10hroll-7.card=3,pass

NainG taps to remove Taint, 7hroll-6card=1,pass.

{ plenty of items in PD to play, so return to haven and regroup }

Dain+ stay.

Stonehelm+ move to Iron Hills.

MOVE

Dain, -,haven. Iron Hills

HL5, Ren uses OG Lost in Dark-domains. No agents to move

HL4, Dwar moves agent Wolf, first time, from Tharbad, adjacent to Dunning clan-hold, to Bree, agent taps.

HL3, Dwar moves FD agent Freca from Barrow-downs to Gondring's Lair,agent taps

HL2, Dwar moves FD agent Baugur from Framsburg to Norr-dum, turn face-up, agent taps

Stonehelm, -w-w,haven. Iron Hills

Hoard Gathering played. Select *hoard*

HL3, Ren plays Wolves to W. wolves.3s8p

Stonehelm, $4p+1.\text{card}-2w+6\text{sroll}=9$

Dwarf-miner, $3p+8\text{sroll}=11$

Mountaineer, $2p-2w+5\text{sroll}=5$, success. 10broll=killed

{no need for Rabies now}

HL2, Ren plays An Unexpected Outpost to shuffle from SB: Near to Hear a Whisper

HL1, Ren plays Bill Ferny as agent

END Vidugavia.Evermist

Dwarf-miner grabbed from DP by tapping Son of Dain.

MOVE.7-Ren

Ren, -dd-sl-sl-dd-dd-sl, haven. Minas Morgul

HL2, Thorin-x

HL1, Dain plays Power Built By Waiting

Ologong, -w-bl,bh. Samarth

HL3, Thorin-x

HL2, Dain-x

HL1, Evermist-x

HL1, Thorngil plays Weariness of the Heart on Aknazeh, -1prowess

Aknazeh taps to play Voices of Malice, Power Built By Waiting, 12croll-2.res-2.item+2.RW=10.

MOVE.7- Hoarmurath

Hoarmurath, -, haven. Minas Morgul.

HL2, Dain uses OG Dragon's Terror

HL1, Alatar-x

HL1, Thg-x

Gorbag, -w-sl, haven. Minas Morgul

HL2, Dain-x

HL1, Alatar-x

HL1, Thg-x

Gurthlug, -dd-sl, haven. Minas Morgul

Hoarmûrath plays Twilight, Gates of Morning(1)

HL3, Dain plays Itangast aHunt; will only affect Uvatha if moving in target regions

HL1, Alatar-x

MOVE.7-Dwar

Ufkral, -sl-dd, haven. Dol Guldur

HL3, Alatar-x

HL2, Evermist-x

HL1, Dain-x

HL1, Thg-x

Gorfaur, -sl-dd, DH. Cirith Gorgor

HL4, Alatar-x

HL3, Evermist-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

TURN07-2.3

{Thorkmaw at Shab Arch Hunger, Kala Dulakurth, Cobalt-Deeps
@ Iron Hills,U

W	Stonehelm	4	7	4	9	lb	W	Sc	R			1	Trusted Counsellor	Son of Dain	Foolish W	Call of the
T	Dwarf-miner	2	0	3	6	dwarf	W					2	arrows shorn of ebony			
U	Dáin-avatar	8	7	6	8	lb	W		R		D	0	Son of Nain			
T	Gimli, Son of Gloin	4	0	4	8	lb	W		R			0				
U	Advisor	3	1	2	6	dwarf	W			Sa		0				
T	Náin, Son of Grór	5	4	4	7	lb	W			Sa	D	2	Thrall of the Voice	Dorwinrim School of Diplomacy		
													His Beard Long and Fork	adamant helmet		
U	Náli	3	0	5	7	fb	W					1				

Dáin-avatar	Iron Hill Dwarves	Ghouls			
Dragon-feuds	Press on Towards Shelter	Greater Specters			
Dragon's Terror	Token of Goodwill	Helm of Fear			
Get You Gone	Token of Goodwill	Leg It Double Quick			
0	0	Lieutenant of Morgul			
0	0	Orc Stealth			
Turn: 7	Hand: 8	MP: 11	PD: 34	SP: 7	Out of the Swamps
Hoarmura Ren	Dwar	Uvatha	THROKM	Sneakin'	
					The Mountains of Shado

Spring of Arda Spring of Arda Helecthil Light of the North
Grinding Ice

, Wardens of the Woodland Realm, Power Built By Waiting, IceDrake, Summons From Long Sleep

, Angurth at Home, Agburanar at Home, Great Army of the North, Corlagon At Home, Khuzadrepa at Home, Ando-anca At Home, Many Shapes of Power and Fear, Near to Hear a Whisper, The Moon is Dead, It Stinks, Bairanax at Home, Drought, Mordor Rebuilt, Like Shreds of Cloud

, Itangast aHunt

, Sleepless Malice

UNTAP

ORG {dragon is hunting; hoped to have a drake creature in hand by now.}

Stonehelm rolls to remove Foolish Words, 5hroll=fail.

Roll for Call of the Desert, 5hroll=fail.

Dain taps to shuffle from SB: [Pale Enchanted Gold.]

Avatar card untaps Lord Dain.

Dain taps to dump from SB:

[Magical Harp,Songs of Old,Valiant sword,Ordered to Kill,The Doom of Choice]

No move.

LONG Hoarmurath. Sleepless Malice discarded

MOVE.7-Dain

Dain, -,haven. Iron Hills.

HL7, Hoarmurath plays Out of the Swamps

HL6, Hoarmurath uses OG Lieutenant of Morgul

HL5, Ren plays as agent Râisha.

HL4, Ren plays Nobody's Friend on Râisha

HL2, Dwar plays An Unexpected Outpost to shuffle Nobody's Friend.

HL1, Dwar moves agent Freca FD from Gondring's Lair to Puolihmisten Satama

SITE

Iron Hills. AA-none

Nain taps to make INF on Iron Hills Dwarves.18

+2.di+2.card+2.mod(dwarf)+12iroll=18,pass tap site.

END Vidugavia.Evermist

MOVE.8-Dwar

Dwar, -dd-w-bl-w,bh. Bulchyaden Marches

HL2, Dain-x

HL1, Thorin-x

HL1, Thg plays Fear Fire Foes on site; 5s8p,detainment. No type.

The Black Gate Closes played.

Gorfaur, -dd-sl-dd,haven. Dol Guldur

HL4, Dain-x

HL3, Thorin-x

HL2, Alatar plays Twilight to discard Drought . Ren

Ufkral, -dd-sl-dd-dd,dh. Minas Durlith

HL3, Dain-x

HL2, Thorin-x

HL1, Alatar-x

HL1, Thg-x

TURN08-3.3

{Throkmau at Ligr Wodaize Berne, Amon Anlug, Shab Arch}

@ Iron Hill DH, T

T	Stonehelm	4	7	4	9	lb	W	Sc	R			1	Trusted Counsellor	Son of Dain	Foolish W	Call of the Desert
U	Dwarf-miner	2	0	3	6	dwarf	W					2	arrows shorn of ebony			
U	Náili	3	0	5	7	fb	W					1				
U	Dáin-avatar	8	7	6	8	lb	W		R		D	0	Son of Nain			
U	Gimli, Son of Gloin	4	0	4	8	lb	W		R			0				
U	Advisor	3	1	2	6	dwarf	W			Sa		0				
T	Náin, Son of Grór	5	4	4	7	lb	W			Sa	D	2	Thrall of the Voice	Dorwinrim	School of Diplomacy	
													His Beard Long and Fork adamant helmet			

Angurth		Light-drake			An Unexpected Outpost
Dragon-feuds		Lucky Strike			Black Rider
Dragon's Terror		Rumor of Wealth			Black-mail Coat
Itangast		Token of Goodwill			Doors of Night
0		0			Nobody's Friend
0		0			Stout Men of Gondor
Turn: 8	Hand: 8	MP: 12	PD: 25	SP: 7	The Tormented Earth
Dwar	Uvatha	Hoarmura	Ren	THROKM	Voices of Malice

Spring of Arda Spring of Arda Helecthil Light of the North Spring of Arda
 , Wardens of the Woodland Realm, The Watchful Peace, Power Built By Waiting, IceDrake,
 Summons From Long Sleep
 , Angurth at Home, Great Army of the North, Khuzadrepá at Home, It Stinks, Heart Grown Cold,
 Mordor Rebuilt, Like Shreds of Cloud, The Black Gate Closes
 , Angurth aHunt, Canadras Ahunt
 , Out of the Swamps

**UNTAP
 ORG**

Stonehelm taps to remove haz FW, 7hroll-7.base=0,fail.
 Stonehelm, T, rolls o remove haz CotD, 10hroll-3.tap-6.base=9,pass.
 Gimli, Son of Gloin discarded to keep alive.
 Lord Dain taps to shuffle from SB: [Dwarven Art of War]

Stonehelm, Miner, Nail move to Thundercleft
 Dain(Advisor), Gror stay.
Dragon-feuds played.

MOVE.8-Dain

Dain, -,haven. Iron Hills.

HL3, Dwar plays Doors of Night. Discard Evermist's Spring of Arda x3.

HL2, Dwar plays Nobody's Friend, SE, fetch Leamon from PD.

HL1, Dwar plays An Unexpected Outpost, DON, shuffles from DP:

[Nobody's Friend, Leeches]

Stonehelm, -w-w, Lair. Thundercleft. Dragon-feuds, Khuzadrega at Home

Angurth aHunt, DON, Iron Hills. Firedragon, 3s14p7b,attacker; SEE=2s13p6b

Discard Itangast using Dragon-feuds to cancel.

Dwar has agent Baugúr at Norr-dûm.

HL3, Dwar plays An Unexpected Outpost, DON, shuffles from SB:

[Never Seen Him x2]

HL2, Dwar moves agent, FD, Baugúr from Norr-dûm to Thundercleft.

SITE

No items in hand.

END Denethor.Thorin

MOVE.9-Ardagor

Ognor, -sh, Creb Durga.

HL3, Dain uses OG Enruned Shield

HL2, Thorin-x

HL1, Evermist

Ardagor, -bl-w,RL. Isildur's Tomb, Down Down to Goblin Town

HL2, Dain plays Rumor of Wealth on site.

Foul Smelling Paste used to heal Ulkaur.

MOVE.9-Necro

Tarcil, -sl-w-fd-fd,fh. Pelargir.

HL4, Alatar-x

Dain taps Power Built By Waiting for +1HL

HL4, Dain keys Light-drake to W,drake.2s8p

HL3, Dain plays Dragon's Terror

HL2, ...discarding True Fire-drake targeting Hendolen; 9hroll-6min=3,taps.

Hendolen, Ostisen face strikes.

HL1, Dragon's Blood played targeting Hendolen.

Hendolen, 3p-1t+9sroll=11, defeat; body check, 3broll=not wounded.

Ostisen, 3p-1t+8sroll=10, defeat; killed creature.

TURN09-1.3

{Throkmau at Shab Arch in Hunger, Númenórean Tomb, Gold Hill-Itangast is dead}

@ Iron Hills, T

T	Dáin-avatar	8	7	6	8	lb	W		R		D	0	Son of Nain		
U	Advisor	3	1	2	6	dwarf	W			Sa		0			
U	Náin, Son of Grór	5	4	4	7	lb	W			Sa	D	2	Thrall of the Voice	Dorwinrim School of E	
													His Beard Long and Fork	adamant helmet	

@ Thundercleft, U

T	Stonehelm	4	7	4	9	lb	W	Sc	R			0	Trusted Counsellor	Son of Dai	Foolish Wc
U	Dwarf-miner	2	0	3	6	dwarf	W					2	arrows shorn of ebony		
U	Náli	3	0	5	7	fb	W					1			

Angurth			0										Dire Wolves	
Dwarven Art of War			0										Diversion	
Ironfists			0										Foul Trophies	
Lucky Strike			0										Left Behind	
0			0										Old Troll	
0			0										Orc-Patrol	
Turn: 9	Hand: 8	MP: 11	PD: 19	SP: 7									Where the Wargs Howl	
ardagor	Necro	Witchking Dwarf	THROKM										Wolf-Riders	

Skies of Fire Tokens to Show

, Wardens of the Woodland Realm, The Watchful Peace, Leucaruth at Home, Power Built By Waiting, Gostir at Home

, All Dead All Rotten, Redoubled Force, Like Shreds of Cloud, Angmar Arises, Terror From the Deeps, The Reach of Ulmo, Summons From Long Sleep, Angurth at Home, Great Army of the North, Khuzadrepa at Home, Mordor Rebuilt, The Black Gate Closes

, Canadras Ahunt, The Way Is Shut

, Dark Designs of Mordor

UNTAP

ORG

Dwarven Art of War played on NainGror.

Stonehelm taps to remove haz, FW, 6hroll-7.base=-1, fail.

Dain+ stay.

Stonehelm+ move to Nurunkhizdín.

MOVE.9-Dain

Dain, -,haven. Iron Hills.

HL3, Ardagor uses OG Orc-Patrol

HL2, Necro plays Golodhros as agent

HL1, Necro plays Inner Cunning on Golodhros.

Stonehelm, -w-w-w-w,fh. Nurunxhizdín

HL3, Ardagor keys Dire Wolves to WW. Wolves.4s8p

HL2, Ardagor plays Wolf-Riders as short-event, now woves.5s9p

HL1, Ardagor plays Left Behind on attack with 5+ strikes, Miner.

Stonehelm plays Lucky Strike.

Stonehelm, 4p-1t+1.card+3/11sroll=15,fail.

Miner, 3p+9sroll=12,fail.

Nali, 5p-2e+10sroll=13,fail, killed creature.

+

Miner, -w-w-w-w,fh. Nurunxhizdín Left Behind

HL1, Ardagor plays An Unexpected Outpost to shuffle from SB: [Short Legs are Slow]

SITE

END Saruman.Alatar

Son of Dain tapped to grab from DP Dwarf-miner; play next turn to untap Iron Hills.

MOVE.10-Necro

Calendal, -dh. Barad-dur.

HL3, Dain-x

HL2, Thorin-x

HL1, Evermist plays Press-gang

Tarcil, -fd-c-w,RL. Cairn of the Colruh Hazurbal

HL4, Dain-x

HL3, Thorin keys Orc-Guard to Harondor using IDBT; orcs.5s8p

Orc Quarrels played to cancel Orc attack.

HL1, Evermist plays Never Seen Him on agent Unor.

MOVE.10-Wking

Rogrog, -sl,dh. Litash

HL4, Alatar keys Ice-Drake from SFLS to Angmar; drake.2s15+2prowess

Rogrog taps to play A Nice Place to Hide to cancel attack.

{Thought about use Hounds of Sauron to reduce to one strike; faced by Rogrog}

HL3, Alatar uses avatar card as OG.

HL2, Dain untaps Power Built By Waiting; Corlagon in hand! No Doors.

Shaman taps to play Voices of Malice, Taint of Deep Lore, -2.res-1.taint+12croll=9.

Wking, -sl,haven. Carn Dum.

Call to Arms played on Witch-king. Now 4 SP

HL2, Alatar-x

HL1, Dain-x

HL1, Thg-x

Chief, -,sh. Mount Gram

HL2, Alatar uses OG Shifting Paths

HL1, Dain-x

HL1, Thg-x

MOVE.10-Dark

Thulin, -w-w,haven. Geann a-Lisch. Hidden Ways

HL4, Evermist-x

HL3, Alatar plays Lost in the Wilderness; +2 to hazards

HL4, Alatar-x; has Were-worm in hand.

HL3, Dain-x; has True Fire-drake and Corlagon in hand.

HL2, Thorin-x

HL1, Cirdan-x

TURN10-1.3

@ Iron Hills, T

U	Dáin-avatar	8	7	6	8	lb	W		R		D	0	Son of Nain		
U	Advisor	3	1	2	6	dwarf	W			Sa		0			
U	Náin, Son of Grór	5	4	4	7	lb	W			Sa	D	1	Thrall of the Voice	Dorwinrim, Dwarven A	
													His Beard Long and Fork	adamant helmet	

@ Nurunhizdín, U

T	Stonehelm	4	7	4	9	lb	W	Sc	R			0	Trusted Counsellor	Son of Dain	Foolish W
T	Dwarf-miner	2	0	3	6	dwarf	W					2	arrows shorn of ebony		
T	Náli	3	0	5	7	fb	W					1			

Bring Our Curses Home	Marvels Told			Dorelas
Corlagon	Peace and Beauty Never Beheld			Goblin-faces
Dwarf-miner	True Fire-drake			Grima Wormtongue
Ironfists	Washed and Refreshed			Large Warrior Loose
0	0			Never Seen Him
0	0			Not Slay Needlessly
Turn: 10	Hand: 8	MP: 12	PD: 8	SP: 7
Necro	Witchking	Dwarf	ardagor	THROKM
Gold Hill	Shab Arch.	Goblin-Gate	The Cobalt-I	14 MPs
				0

Gates of Morning

Skies of Fire Tokens to Show

, Wardens of the Woodland Realm, Leucaruth at Home, Power Built By Waiting, Press-gang, Gostir at Home

, All Dead All Rotten, Redoubled Force, Like Shreds of Cloud, Angmar Arises, In Darkness Bind Them, Great Army of the North, Khuzadrepa at Home, Mordor Rebuilt

UNTAP

ORG

Dwarf-miner played at Iron Hills DH on new, untapped version.

Miner and Nali with Stonehelm under GI.

Nain and Miner under Dain's DI.

Lord Dain taps to shuffle from SB: Friendship of Old Renewed
{use his DI now before too many beards enter play}

Dain+ stay.

Stonehelm+ stay

LONG

Peace and Beauty Never Beheld played.

MOVE.10-Dain

Dain, -,haven. Iron Hills DH

HL4, Necro plays Rank Upon Rank

HL3, Necro plays Never Seen Him on Golodhros since Twisted Tales is in PD.

HL2, Necro plays as long-event Grima Wormtongue

HL1, Necro uses OG Large Warrior Loose <now 1 card in PD after hand reset>

Stonehelm, -,fh. Nurunxhizdín

HL3, Necro plays Never Seen Him on Anarin, FD at home sites.

HL2, Necro moves agent Nuluzir, FD, from Lake-town to Shrel-Kain, tap agent.

Using Never Seen Him to untap.

HL1, Necro taps agent Nuluzir at Shrel-Kain to play Twisted Tales against

Hero faction Men of Dorwinion

+1di.+6.tales+1.mod(men)-7.base+4.iroll=5,fail

+7.gi+7iroll=14

<Necro deck exhausts on hand reset>

Drew: 9.4 cards/turn; recycled/shuffled 17 = r1+v1

97	72	24	9	8	4	0	5
h1	p1	d1	r1	v1	o1	g1	b1

Exchange from SB to DP: [Bane of the Ithil-stone, Good Sense Revolts x2, Twisted tales x2]

Exchange from DP to SB: [Test of Fire x2, Stinker, Catch An Elusive Scent, Inner Cunning]

77 cards in 2nd playdeck.

SITE

Iron Hills DH, AA-none

Advisor taps to play Marvels Told on Foolish Words, Miner support,

-2.res+1.sup+croll=auto

Nurunxhizdín, fh.

(1)Dwarves---each faces a strike with 7p (det, cancelled against only dwarf company)

Stonehelm taps to make INF on Ironfists.11

+2.di+2.card+3.trusted-3.mod(longbeard)+9iroll=13,taps site.

END Vidugavia.Thorin

{Dain has a fire dragon, fire drake, dragon's breath in hand}

MOVE.11-Wking

Chief, -,sh. Mount Gram.

HL2, Dain-x, Corlagon in hand.

HL1, Thorin-x; Daelomin,Frenzy in Madness in hand

HL1, Thg-x

Rogrog, -sl-w,RL. Lossadan Cairn.

HL4, Dain plays An Unexpected Outpost to shuffle from DP: [Summons from Long Sleep]

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x

<so Lucky for this resource player

Shaman taps to play Voices of Malice, Summons From Long Sleep (Daelomin)-Thorin,

+1.orders-2.res+croll=auto.

<deck exhausts on card draw for Wking company.

Wking, -sl-w, haven. Cameth Brin; Fell Rider. Flying

HL2, Dain uses OG Bring Our Curses Home

HL1, Thorin-x

HL1, Thg-x

TURN.11-Dark

Thulin II, -w-c-c,RL. Isle of Ulond.

HL4, Alatar-x were-worm in hand

HL3, Dain-x; True fire-drake in hand

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x

Nain, -,ud. DH. Iron-Deeps

HL3, Alatar-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

Thrice Told Tales discarded.

MOVE.11-Ardagor

Ardagor, -,RL. Ettenmoors

HL4, Evermist uses OG Lossadan Hunters

HL3, Alatar-x

HL2, Dain-x

HL1, Thorin-x

HL1, Thg-x

T11-2.3

@ Iron Hills DH, U

U	Dáin-avatar	8	7	6	8	lb	W		R		D	0	Son of Nain				
U	Náin, Son of Grór	5	4	4	7	lb	W			Sa	D	1	Thrall of the Voice	Dorwinrim	Dwarven Art of War		
T	Dwarf-miner	2	0	3	6	dwarf	W					1	His Beard Long and Fork	adamant helmet			
T	Advisor	3	1	2	6	dwarf	W			Sa		0					

@ Nurunkhizidin, T

T	Stonehelm	4	7	4	9	lb	W	Sc	R			0	Trusted Counsellor	Son of Dai
U	Dwarf-miner	2	0	3	6	dwarf	W					2	arrows shorn of ebony	
U	Náli	3	0	5	7	fb	W					1		

Corlagon		Pale Enchanted Gold		A Nice Place to Hide
Dragon's Breath		Safe From the Shadow		Deeper Shadow
Get You Gone		True Fire-drake		Foul-smelling Paste
Marvels Told		Washed and Refreshed		New Moon
0		0		Barrow-wight
0		0		Bone Dragon
Turn: 11	Hand: 8	MP: 15	PD: 4	SP: 7
Witchking Dwarf	ardagor	Necro	THROKM	Reaching Shadow
Shab Arch.	Shab Arch.	Bog Hills	14 MPs	0

Gates of Morning Saw Further and Deeper Winter Lost Its Bite

Peace and Beauty Never Beheld

Skies of Fire

The Great Eye

, Wardens of the Woodland Realm, Power Built By Waiting, Rammas Pelennor

, Angmar Arises, In Darkness Bind Them, Great Army of the North, Mordor Rebuilt

UNTAP

ORG

Gror transfers Adamant Helmet to Lord Dain, Miner supports, croll=auto.

Dain, Miner move to Caves of Ulund.

Stonehelm+ move to Caves of Ulund.

Nain, Advisor stay at Iron Hills.

EOOP Washed and Refreshed played on Lord Dain's company

LONG

Discard: Peace and Beauty Never Beheld, Dain

MOVE.11-Dain

Stonehelm, -bl-w-w,RL. Caves of Ulund

HL3, Wking plays Reaching Shadow

HL2, Wking keys Wisp of Pale Sheen to RL. Undead.1s6p,attacker

HL2*, Wking plays Turning Hope to Despair

THD rolls: Stonehelm, Nali affected

Miner, 3p+9sroll=12,killed creature.

+

Stonehelm, -bl-w-w,RL. Caves of Ulund

HL1, Wking plays Faces of the Dead, using Barrow-wight

7m+7hroll=14,pass

+

Nali, -bl-w-w,RL. Caves of Ulund

HL1, Wking plays An Unexpected Outpost to shuffle from SB: Spells of the Barrow-wights

<site discarded; 1 card in PD>

<Deck exhaust on card draw: Dain, 8.9 cards drawn/turn; 12 cards shuffled

Cards moved from DP to SB: [Advisor,Pathfinder,Mining Settlement,Horn of Defiance,
Magical Harp]

Cards moved from SB to DP: [Dragon's Sleep,My Breath Death x3, Riches Gathered]

94 cards in second PD

97	43	41	9	4	7	1	0
h1	p1	d1	r1	v1	o1	g1	b1

Dain, -w-w,RL. Caves of Ulund

HL2, Wking moves agent, Firiell, FD from Glittering Caves back to Dunharrow.

HL1, Dark plays Doors of Night ; Evermist Gates of Morning discarded

Necro Skies of Fire discarded.

Safe From the Shadow played.

Gror, -,haven. Iron Hills DH

HL2, Wking-x

HL1, Dark turns face-up agent Fori at Iron Hills DH, tap to use Behind the Hedge

Advisor taps to play Marvels Told to discard Behind the Hedge; Gror support,
Croll=auto.

SITE

Caves of Ûlund, RL.

(1)Dragon--1 strike with 13 prowess

Stonehelm supports

Dain, $6p+1.\text{card}+1.\text{sup}+3\text{scroll}=11$, success.. 5broll=wounded

Nali taps to play Habergeon of Silver

Miner taps to play Pale Enchanted Gold

END Saruman.Alatar

The Doom of Choice played.

MOVE.12-Dark

Thulin, -c-c-c-fd,fh. Grey Havens. +2 to HL

HL4+2, Dain plays Summons From Long Sleep; Corlagon placed on it.

HL5, Dain plays An Unexpected Outpost to shuffle from SB: Birth-spot, At Their Throats

HL3, Thorin-x

HL2, Evermist taps agent Ulkûs using Behind the Hedge to shuffle from DP: Secret News.

Uses Never Seen Him to move from Dead Man's Dike to Grey Havens.

HL0, Alatar has Alatar the Hunter and Ice-Drake in hand.

Nain, -ud,darkhaven. Carn Dum

HL3, Dain-x

HL2, Thorin-x

HL1, Evermist-x

HL1, Thg-x

MOVE.12-Necro

Tarcil, -sl-w-fd-fd,fh. Pelargir

HL4, Evermist keys Crebain to W. animal.each.5p

Eye Never Sleeping cancels attack.

HL2, Alatar keys Alatar the Hunter to Lebennin. Maia.2s13p9b,attacker

Eye Never Sleeping cancels attack.

+

Carambor taps to move agent to Dol Amroth.

Tarcil, -fd-fd,fh. Pelargir

HL4, Evermist plays The Way Is Shut

HL2, Alatar-x

HL1, Dain-x

Plays An Untimely Whisper;

Evermist: Great Seagull,Ice Giant,Marvels Told,New Friendship,Pipe

Alatar: Bifur,Focused Staff,Ford,Ice-Drake,Many Foes He Fought

MOVE.12-Ardagor

Ardagor, -w-w,RL. Barrow-downs

Swift Onset played.

HL2, Alatar uses OG Bifur; Ice-drake, True Cold-drake, Were-worm no use.

HL1, Dain keys True Fire-drake to WW, DON in play, drake.2s13p

Diversion played by Troll Henchman.

Ognor, -,sh. Creb Durga

HL3, Alatar uses OG Ice-Drake; not playable in Iron Hills

HL2, Dain-x

HL1, Thg-x

TURN12-2.3

@ Caves of Ulund, T

W	Dáin-avatar	8	7	6	9	lb	W		R		D	1	Son of Nain	adamant helmet
T	Dwarf-miner	2	0	3	6	dwarf	W					3	Pale Enchanted Gold	
T	Stonehelm	4	7	4	9	lb	W	Sc	R			0	Trusted Counsellor	Son of Dain
T	Dwarf-miner	2	0	3	6	dwarf	W					2	arrows shorn of ebony	
T	Náli	3	0	5	9	fb	W					3	Habergeon of Silver	

@ Iron Hill DH, U

T	Náin, Son of Grór	5	4	4	6	lb	W		Sa	D	1	Thrall of the Voice	Dorwinrim	Dwarven Art of War
T	Advisor	3	1	2	6	dwarf	W		Sa		0	His Beard Long and Forked		

Cram	Mountaineer	Crooked Promptings			
Dragon's Breath	Rumor of Wealth	His Beard Long and Fork			
Friendship of Old Renew	Velocity of Haste	Light-drake			
Get You Gone	0	Not Slay Needlessly			
0	0	Old treasure			
0	0	Swift Strokes			
Turn: 12	Hand: 8	MP: 17	PD: 87	SP: 7	Weigh All Things to a Ni
Dwarf	ardagor	Necro	Witchking	THROKM	0
Númenórear	Shab Arch.	Kylmätalo		16 MPs	0

Safe From the Shadow Saw Further and Deeper The Doom of Choice Winter Lost Its Bite

Peace and Beauty Never Beheld

Swift Onset Tokens to Show

, Come at Need, Last Child of Ungoliant, Wardens of the Woodland Realm, The Watchful Peace, Rammas Pelennor

, Leaving Middle-earth, The Moon is Dead, Doors of Night, Angmar Arises, Gondring at Home, In Darkness Bind Them, Reaching Shadow, Great Army of the North, Gostir Roused, Mordor Rebuilt

, The Way Is Shut, Threat of Many Feet

, Dark Designs of Mordor, Minions Stir, War-wolves

<Scatha the Worm is at Ierock>

UNTAP

ORG

Mountaineer played at Iron Hills DH.

Dain+ move to Iron Hills DH.

Nain+ stay.

LONG

Peace and Beauty Never Beheld discarded by Dain.

MOVE.12-Dain

Nain, -,haven. Iron Hills DH

HL3, Dwarf uses OG Old treasure

HL2, Ardagor plays All This Dwarvish Racket

Dain, -w-w,haven. Iron Hills.

HL5+2, Dark plays An Unexpected Outpost, DON, to shuffle from DP:

[Behind the Hedge,Siege]

HL6, Dark keys Land-drake to W, drake.1s8p,attacker; no cancel.

HL5, Dark plays Dragon-Terror targeting Dwarf-miner

HL4, Light-drake discarded; 7hroll=tap target

Miner, 2p-1t+8sroll=9,killed

HL2, Ardagor-x

HL1, Necro plays An Unexpected Outpost, DON, to shuffle from DP:

[Never Seen Him,Rank Upon Rank]

SITE

END Denethor.Evermist

Advisor taps to play Marvels Told,All This Dwarvish Racket, Mountaineer supports

-2.res+1.sup+croll=auto

MOVE.13-Felagrog

Felagrog, -,dh. Under-courts

HL5, Dain uses OG Snow-lion

HL4, Evermist plays Stay Her Appetite on Abomination Nursed in Darkness

3hroll+2.mind-14.gi-1.di-5.base=-15,fail

HL3, Evermist plays An Unexpected Outpost to shuffle from SB: Glance of Arien

HL1, Thorin-x

Umagaur, -,haven.

HL3, Dain uses OG Friendship of Old Renewed

HL2, Evermist -x

HL1, Thorin-x

HL1, Thg-x

MOVE.13-Khamul

Khamul, -sl-dd,haven. Dol Guldur.

HL2+1, Evermist uses OG Ice-giant

HL2, Dain-x

HL1, Alatar-x

HL1, Thg-x

Woedwyn, -dd-w,bh. Strayhold

HL4+1, Evermist plays Rolled Down to the Sea. Cham-en-Faroth discarded.

HL3, Dain-x

HL2, Alatar-x

HL1, Thorin-x

WATTAN shuffles Cham-en-Faroth

Grimburgoth, -,haven. Dol Guldur

HL2, Evermist uses OG Canadras Ahunt

HL1, Dain-x

TURN13-3.3

@ Iron Hills DH,U

W	Dáin-avatar	8	7	6	9	lb	W		R		D	1	Son of Nain	adamant helmet	
T	Dwarf-miner	2	0	3	6	dwarf	W					3	Pale Enchanted Gold		
U	Stonehelm	4	7	4	9	lb	W	Sc	R			0	Trusted Counsellor	Son of Dain	
U	Dwarf-miner	2	0	3	6	dwarf	W					2	arrows shorn of ebony		
U	Náli	3	0	5	9	fb	W					3	Habergeon of Silver		
U	Náin, Son of Grór	5	4	4	6	lb	W			Sa	D	1	Thrall of the Voice	Dorwinrim Dwarven Art of War	
													His Beard Long and Forked		
T	Advisor	3	1	2	6	dwarf	W			Sa		0			
T	Mountaineer	2	0	2	7	dwarf	W	Sc				1			

Cram		Rumor of Wealth			Caverns Unchoked
Dragon's Breath		Rumor of Wealth			Darkness Wielded
Flói		Token of Goodwill			Darkness Wielded
Get You Gone		Washed and Refreshed			Dragon's Desolation
0		0			Merkampa
0		0			Roots of the Earth
Turn: 13	Hand: 8	MP: 18	PD: 80	SP: 7	The Iron Pit
Felagrog	Khamual	Scatha	Bolg	THROKM	0
Bog Hills	Kala Dulaku	Urdic Camp	Shab Arch.	21 MPs	0

Saw Further and Deeper Safe From the Shadow The Doom of Choice

Peace and Beauty Never Beheld

, Come at Need, Last Child of Ungoliant, Wardens of the Woodland Realm, The Watchful Peace, Devouring Wyrms, Rammas Pelennor, Leaguer of Pelargir

, Shadow of Mordor, Doors of Night, Monstrosity of Diverse Shape, Great Army of the North, Gostir Roused, Mordor Rebuilt, The Black Gate Closes

, Host of Bats, Drums, Khuzadrepa aHunt

UNTAP

ORG

Nali transfers Habergeon of Silver to NainG, Miner, Nali support, -2.item-1.card+2.sup=auto.

Miner transfers Arrows Shorn of Ebony to Mountaineer, Mountaineer support, croll auto.

Dain transfers Adamant Helmet to Nali, croll=auto

Flói played on untapped IHDH.

Dain(Stonehelm,Advisor), Flói ,Miner stay.

NainG (Miner), Mountaineer,Nali move to Lar-huz to use ToGW and fetch item.

EOOP: Washed and Refreshed played on moving company.

LONG

Khuzadrepa aHunt discarded by Felagrog

<No good to CVCC Throkma now>

MOVE.13-Dain

NainG, -w-ww,RL. Lar-huz. WaR untaps Mountaineer,Nali; draws 1 card

HL4, Felagrog plays Dragon's Desolation on RL new site.

HL3, Felagrog keys Merkamap to RL; dragon.3s14p8b,attacker

NainG, diplomat, taps to use Get You Gone to cancel unique hazard

HL2, Felagrog uses OG Nameless Thing

HL1, Khamul plays An Unexpected Outpost to shuffle from SB to PD:

[Dragon-sickness, A Lie In Your Eyes]

Dain, -,haven. IH

HL5, Felagrog uses OG Dragon's Curse

HL4, Khamul-x

HL3, Scatha-x

HL2, Bolg-x

HL1, Throkmaw-x

HL1, Smg-x

SITE

Lar-huz, RL. Men.3s6p, tapped.1x=4s7p

NainG plays Token of Goodwill,Diplomat.

Uses Dorwinrim School of Diplomacy to discard Pale Enchanted Gold from company

-1.cc+croll=auto.

+2.di+10rol-7.men=5, cancel attack. Fetched from PD: Dwarven Axe

Nali taps to play Dwarven Axe, taps site.

Miner taps to play free minor item, Cram

END